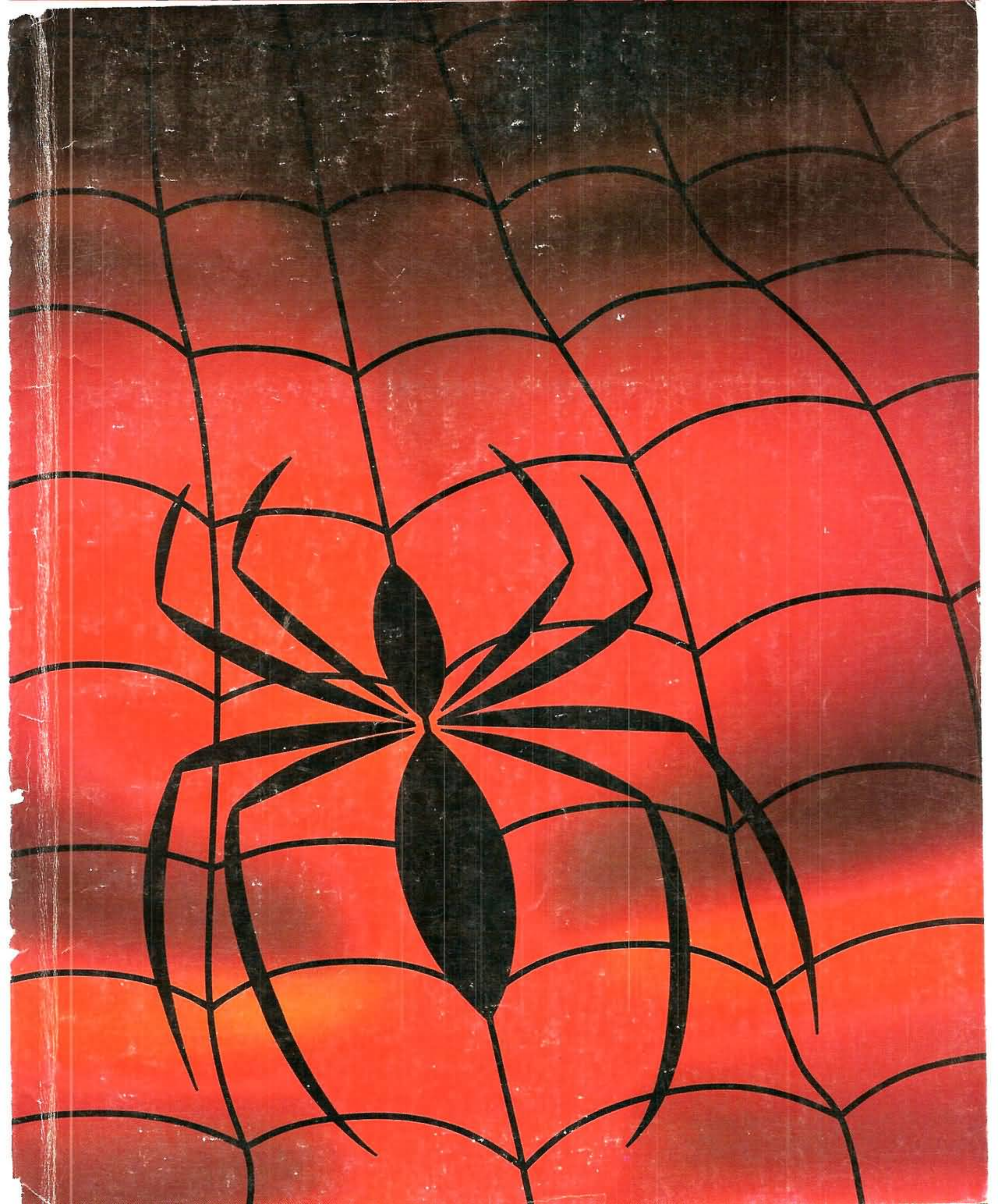
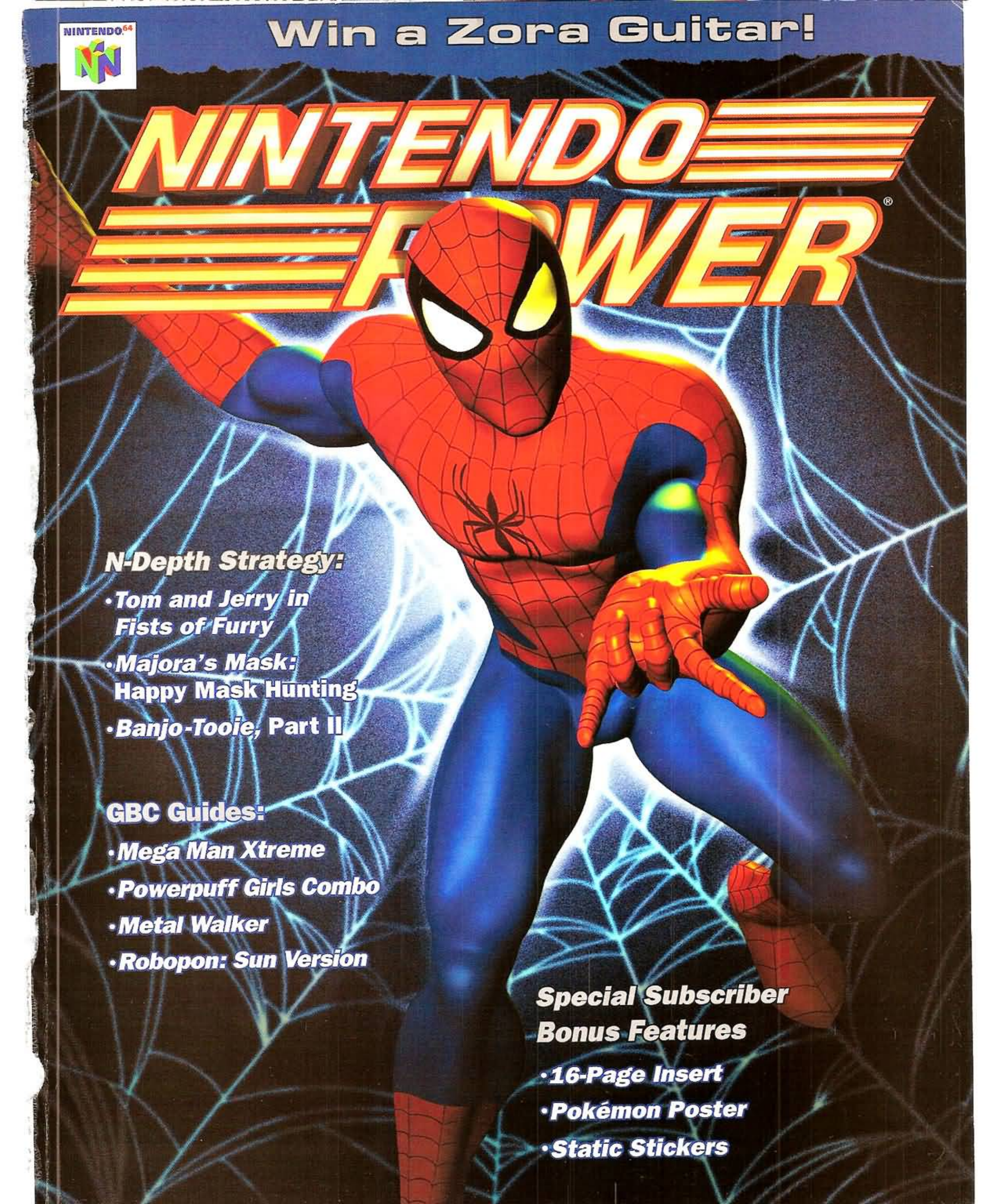




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Swing with Spidey 24

The one and only wall-crawling, web-slinging superhero, Spider-Man, makes his N64 debut with a 3-D action spectacular that has him battling the likes of Scorpion, Venom and Dr. Octopus high above the streets of the Big Apple. As Spider-Man advances, he collects classic Spidey suits and comic book covers. Join us as we deliver every Spider Sense-tingling moment in a massive 11-page review of the game.



Zelda Unmasked 56



Your dark days in Clock Town will get brighter when you acquire the enchanted Happy Masks. Delve deep into our Legend of Zelda: Majora's Mask follow-up article to discover the locations and powers of all 20 Happy Masks. When your mask collection is complete, you can get the ultimate weapon—the Mask of the Fierce Deity.

Cartoon Bash 62



Animated adversaries Tom and Jerry put aside their cat and mouse games and get into a good old-fashioned brawl in the N64 slam-fest Tom and Jerry in Fists of Furry. Five other characters join the feisty fighters as they tear apart wacky cartoon settings. Get the goods on cat bashing and mouse mashing with our blow-by-blow review.

Xtreme Action 68



Mega Man X faces the past when data from his former fights corrupts the Hunter Base mainframe in Mega Man Xtreme for Game Boy Color. Join the robotic wonder as he fights to clear the computer's core. It's all in our Xciting review.

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VOLUME 140 - JANUARY 2001
Nintendo Power is printed in the U.S.A. and published by Nintendo of America Inc., 4820 150th Avenue NE, Redmond, Washington, 98052, at $59.40 per year in the U.S.A. ($71.40 in Canada).

PLAYER'S PULSE

New Year's means new resolutions, or in our case, a new design for the Player's Pulse. We've added a page just for artwork, which gives us room to print more of your letters, and condensed the Power Charts to give you new and different kinds of info. And as for this month's responses to Write Away, Right Away, some of the stories seem a little fishy, but who are we to judge?

THE REAL WORLD

I read the November Write Away, Right Away, and I remembered how I bought Mario Tennis. I hadn't ever played tennis before, but I heard about tryouts at my school and thought "Why not? I can at least talk to my friends." Well anyway, I made the team! And all I had done was play Mario Tennis!

Robert
Via the Internet



One time I was playing WWF Warzone for the N64, and I heard the commentator use words like "monstrosity" and "capacity." I used the words the next day in class, and my teacher gave me a No Homework Slip! I never thought a wrestling game could improve my vocabulary!

Robert DeSimone
Via the Internet

WWF Warzone taught us many other useful words and phrases, like "aaargh," "ooof" and "oh no, my eye!"

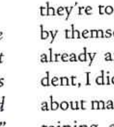


One time while I was playing Castlevania 2, I got stuck at the part where you have to jump over a big lake. Every time I tried to jump it, I would fall into the water. Every time! So later I went swimming with my friend and he threw my locker key to the other side of the pool. I thought about it, and rather than risk certain death, I just walked around the pool and grabbed it.

Mr. Immortal
Via the Internet

Why is someone named Mr. Immortal worried about certain death?

In Volume 138, you inquired about game tactics assisting a player in real life. I don't own Harvest Moon 64, but the children I baby-sit for do, and they're too young to play it by themselves. Though I'm already an economics student, I did learn a few tricks about managing and maintaining a property. I just wanted to tell you good work, and thanks for the great game.



Katie Wedinger
Randolph, NJ

We're glad that Harvest Moon 64 is teaching you so much. It should serve you well if you ever decide to become a powerful real estate tycoon or an apartment super.

Thanks to racing games, I gained superior automotive control in acceleration, speed and turning before I ever set foot in a car. My first driving instructor even told me that I had great control for never having driven before. The only drawback was that he found himself too close to parked cars, bushes and curbs. When you play racing games, you control the car from the vantage point of the middle of the vehicle, instead of the left like in real life. So I scared everyone on the passenger side!

Ed Price
Anaheim CA

Your first instructor? You had more than one? A ride with Mr. Price must be a scary adventure indeed.

One time I was on a trip to Florida and the plane

LETTER OF THE MONTH

Hey NP KREW, whazzup? I noticed that the mask salesman in Majora's Mask has a Mario Mask! Under that is one that looks like a "happy" Darth Maul and another one that resembles Elvis! (The singer, not the alien.) Is that salesman really from Hyrule? He looks suspicious...

Spencer McElhaney
Via the Internet

We had a number of astute readers who caught the Mario-esque mask, but Mr. McElhaney is the only one who found a lounge singer and a nasty villain. While we're pretty sure that Elvis and Darth Maul aren't making any cameos, we can only imagine how wicked-cool it would be to arm Link with a double-edged lightsaber. Take that, Ganondorf!





started to go down. I ran into the cockpit and hit the button that I saw in Perfect Dark and the plane leveled out. I saved 256 people on the flight!

Jamie
Via the Internet

Wow! You're a real hero! We wonder why we never saw anything about it on CNN. Or in any magazines. Or newspapers. Come to think of it, we bet someone's pulling our chain.

I'm a foreigner, and video games actually taught me the English language! I've rented Mario Is Missing for geography projects and used Street Fighter to practice martial arts. Plus I became interested in mythology and history by playing Actraiser. Video games are linked to everything else. They're worth more than people give them credit for.

Jean-François Bussière
Québec, Canada



I just beat Jet Force Gemini last night, and it was incredible! I've learned that if a huge arachnid tries to destroy my planet, I should just bust out the Tri-Rocket Launcher! Yeah, baby, yeah!

F.R.
Via the Internet

How's it going? Wrestlemania 2000 is the best game in the world, right after Majora's Mask. It taught me that it's a bad idea to get hit in the head with a steel chair.

Dan Lepinski
St. Augusta, MN



What have games taught me? Let's see. The power of stars can make all things better (Mario 64). The only thing you have to do to achieve ultimate power is to swallow a baddy (Kirby 64).

Alanna Cervanak
Via the Internet

FINE THEN. DON'T COME BACK.

There's something not right about the Pokémon Centers in Pokémon. The nurse always says, "We hope to see you again." That's not a very nice thing to say when you work at a hospital.

EuphoMike
Via the Internet

Well, they need to make a living somehow. Look at it this way—if you never came back, hospitals would close and you'd have to revive your fainted Pokémon with smelling salts and huge buckets of ice-cold water.

EXPENSIVE TASTES

I went to a store selling Majora's Mask for $79.99! Is that legal?

Anonymous
Via the Internet

We're afraid so. Nintendo has what's called an MSRP, or Manufacturer's Suggested Retail Price. That's what we think retailers should charge for the game, but they are free to mark it up or down as they see fit. If $79.99 seems too pricey, shop around.

THATUS ISUS ODDUS

This is so weird! I was playing my favorite game, Ogre Battle: Person of Lordly Caliber, and I noticed that there is a sword called Sum Mannus. I thought it was a Latin phrase, so I looked it up. Sure enough, it means "I am a pony."

Anonymous
Via the Internet

Does this mean that the hero of Ogre Battle is really a horse in disguise? Neigh.



NUTS TO NAVI NAYSAYERS

People have been complaining about how annoying Navi the fairy is. They say how much better it would be without her. Well, in Majora's Mask they get their wish. Now instead of having Navi, you get a rude little fairy that hardly knows anything about any enemies! I don't know if

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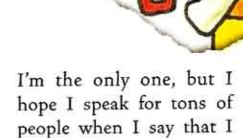
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Prerecorded Game Tips and Future Product Information
Get news about recent releases and upcoming games for all Nintendo systems. Call for help on any Zelda game, Banjo-Tooie, The World Is Not Enough, Perfect Dark, Pokémon Stadium, Resident Evil 2, Donkey Kong 64, Jet Force Gemini, Shadow Man, Hybrid Heaven, Duke Nukem: Zero Hour, Pokémon Snap, Super Smash Bros., Shadowgate 64, Castlevania, *Star Wars:* Episode I: Racer, Quake II, *Star Wars:* Rogue Squadron, Banjo-Kazooie, Yoshi's Story, Diddy Kong Racing, Mortal Kombat 4, Mission: Impossible, 1080° Snowboarding, Quest 64, Forsaken 64, Duke Nukem 64, Bomberman 64, Quake 64, Mystical Ninja Starring Goemon, Mischief Makers, GoldenEye 007, Star Fox 64, Super Mario 64, Turok: Dinosaur Hunter, Turok 2, Turok 3, Doom 64, *Star Wars:* Shadows of the Empire and Mortal Kombat Trilogy for the Nintendo 64. There's also help for Super Mario World, Yoshi's Island: Super Mario World 2, Donkey Kong Country 1, 2, and 3, Illusion of Gaia, Lufia II, Super Metroid, Secret of Evermore, Chrono Trigger, Final Fantasy III, Super Mario RPG, Breath of Fire I and II and Ultimate Kombat 3 for the Super NES; and Donkey Kong Country, Crystalis, Wario Land 3, Pokémon Red, Blue, Yellow, Gold and Silver, Pokémon Trading Card Game, Conker's Pocket Tales, Shadowgate Classic, Wario Land II and DKL 3 for the Game Boy. This call may be long distance, so be sure to get permission from whoever pays the phone bill before you call.

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I'm the only one, but I hope I speak for tons of people when I say that I miss Navi!

Joe Casper
Via the Internet

Well said. Navi may demand a lot of attention, but at least she knows a White Wolfos from a Bombchu. Plus she teaches Link all about Z-Targeting!

THOSE GOLD STADIUM BLUES

I just want to know if I can play Pokémon Gold and Silver with my Pokémon Stadium Transfer Pak.

Anonymous
Via the Internet

We're afraid not. Since Pokémon Stadium came out long before Gold and Silver were completed, there's no way to use it with the new games. Keep an eye out for Pokémon Stadium 2, however, which will be fully compatible with all your newfound Pokémon.

SCRAPES AND BRUISES

I am writing this letter for every person who used to play Super Mario Bros. on the NES. I have noticed that Nintendo has made their games childlike. One example is Tony Hawk Pro Skater. On other platforms it is bloody and has cool music, but now they took some of the lyrics out and removed the blood. I am now 15, and I want games that fit the gaming I like now.

Anonymous
Via the Internet



Well, anonymous, we'd have to disagree respectfully. As it stands now, anyone of any age can pick up Tony Hawk and have a good time. Yes, the blood and some questionable lyrics were removed from the N64 version, but does that really destroy the game? It's still an incredible skate sim that's a ton of fun to play. Would blood improve that? Probably not. Would songs with offensive material make it better? We can't see how. If we were to smear blood and guts all over the half-pipe, it would just ruin a great game for a lot of people.

POWER CHART

We're trying some new things with the Power Charts, and we think you'll like the results. Look for special charts on top game rentals, top games by category and interactive polls through nintendo.com. This month, check out the elite games that spent the most months on the Power Charts.

ALL-TIME CHART TOPPERS

1. **Super Mario Land**
2. **Super Mario Land 2**
3. **Zelda DX: Link's Awakening**
4. **Tetris DX**
5. **Zelda: A Link to the Past**
6. **Final Fantasy Legend 3**
7. **Metroid (NES)**
8. **The Legend of Zelda**
9. **Super Mario Kart**
10. **Super Mario Bros. 3**

GREAT GRAINS!

I can't help noticing that in the Legend of Zelda: Ocarina of Time, right after Link shows King Zora Ruto's letter, it sounds like he's saying "whole wheat, whole wheat." Is that a way of advertising quality whole wheat breads and cereals to people who don't get enough grain in their diet?

Ryan Russell
Placerville, CA

If you listen really closely, you can hear the Gorons saying "eat your legumes, or no dessert for you."

SPEAKING OF GORONS

In Volume 138 on page 20, it looks like the Goron on the bottom has gained some weight since the last Zelda game. Why is that so?

Travis Spencer
Scottsdale, AZ

Too many rock sirloins. Either that, or he's taken the Zora King's advice to heart and is consuming huge quantities of tasty whole wheat.



SHEEX? SHEESH!

In your Volume 138 Arena, you printed a short story with 18 Pokémon names hidden inside. That's not the end of the story, however. Sheex, the Emperor's lackey in The Secret of Mana for the Super NES, also managed to sneak his name into the tale.

Eric Forman
Everett, WA

Good eye, Eric. That wily



YOU'RE A WINNER!



Way back in June of 2000, we gave away a dirt bike, as well as full safety gear in a contest for Excitebike 64. We're happy to announce that our winner, Alex Dombi of Dunkirk, Maryland, is loving life on his new set of wheels. It couldn't have happened to a better person, either, as those trees and trails you see are actually part of his backyard!



Sheex seems to pop up in the most unusual of places, doesn't he?

HANDS UP!

Has anyone else noticed that a couple of characters in Mario Tennis would actually have a very difficult time playing? I'm talking about Shy Guy and Boo. Neither of the characters has visible fingers, so how do they hold their racket? Is it stuck there with Velcro?

Jake
Rockford, IL



Shy Guy tells us that his racket is a custom model, and it stays in place through the use of high-powered magnets. Boo, however, just muttered something about "sticky ectoplasm" and we left it at that.

A WAY TO WRITE

I've been a subscriber of your magazine since the beginning, and I have every single one you've published. It's the best of the best, not only because of the in-depth coverage and maps, but because of the style of writing your writers apply. But now that I'm done kissing up, I have a question. What are the requirements for writing for your magazine? Do you have to be a distinguished journalist? A video game guru? Or both?

Luke
Via the Internet

Thanks for the high praise, Luke. Our writers are a fairly diverse bunch, but there are a few common threads that run through the crowd. A college education is crucial, as is a love of video games. Other than that, it's a combination of hard work, good timing and some luck. Our best advice is to keep writing, every day. The more you do, the better you'll become.

ATTACK OF THE TWO-FOOT ROBOT

How many games were there for R.O.B., the little robot that came with some 8-bit NES systems? There was Gyromite and I think one more. Am I dreaming? I've looked and looked, and even been on the Internet, but I can't find a thing. I swear there were two games for that little guy.

Daniel E. Schnaible
Via the Internet

You're not going mad, Daniel. There were, indeed, two games for the loveable robot. Gyromite was one and a lesser-known number called Stack-Up was the other. Believe it or not, we still get lots of requests from people who want to purchase a R.O.B!

OCARINA OBSESSIONS

I have a little problem, you see. We'll maybe it's not a problem, but it's definitely a little strange. The Legend of Zelda: Ocarina of Time was my very first game. I've had it for about two years, and I think I'm obsessed with it. Everywhere I go, I see the Triforce shape. Whenever I see swords or shields, it reminds me of the game. Sometimes I even have dreams about it! What do you think?

Christine Monaco
Charlotte, NC

Rest easy. There's nothing wrong with spending lots of time thinking about a great game like Ocarina. Our Player's Pulse editor remembers the first time he got Tetris for the 8-bit Nintendo. He played it so much, he saw little falling blocks each time he closed his eyes!

PS3? NOT FOR THEE!

I've heard speculation about a Playstation Three that can play any type of CD—even Nintendo GameCube! Is this true?

Christopher Wade
Germantown, MD

Seeing that Sony just released the Playstation 2 (and barely at that) we wouldn't worry about an all-powerful PS3 anytime soon.

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WRITE AWAY. RIGHT AWAY

There are many changes on the pages of Nintendo Power, and, as always, we'd love to hear what you think. Be sure to fill out the Player's Poll response card, but then take a second to drop us a line. How's the Now Playing rating system? What about Classified's new info? Send your responses to the address at the bottom of page 9.

ARTIST'S GALLERY

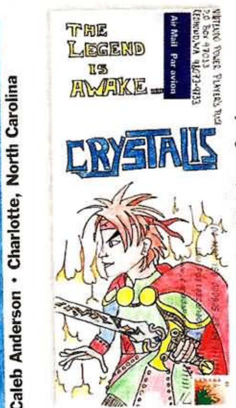
Not only does our new format let us place envelopes around the border, it also gives us an entire page just for your art! While we welcome art of all things Nintendo, sometimes we'll feature work about a particular game or series. Harvest Moon is our first one, so grab a pen and give us your best drawings of life on the farm.



Erik Olson • Covington, Washington



Caleb Anderson • Charlotte, North Carolina



Charles Dubé • Sainte-Thérèse, Quebec




Katherine Duncan • Scarborough, Ontario



Garrett Sand • Ellensburg, Washington





Amanda Dittami • Patuxent River, Maryland

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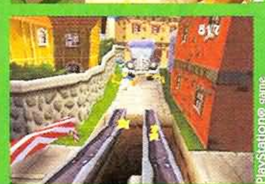


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GAME WATCH

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POKéMON STADIUM GS

THIS MONTH

Star Wars: Episode I: Battle for Naboo



Hercules & Xena



Hype: The Time Quest



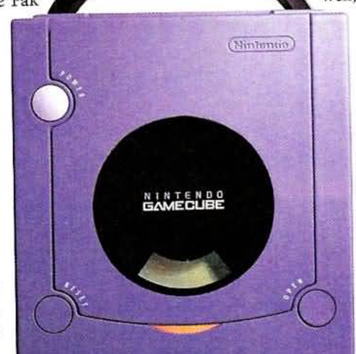
Zelda GBC



ALSO THIS MONTH:
Dragon Warrior III
Toy Story Racer
Power Spike Pro Beach Volleyball
Powerpuff Girls: Battle Him
The Emperor's New Groove

PAK WATCH EVOLVES INTO GAME WATCH

Every year the staff of Nintendo Power gets together to discuss ways to make the magazine better than ever. One of the more dramatic changes taking place in 2001 is right here in the column you're reading—Game Watch, which was formerly called Pak Watch. The new Game Watch column has been moved up front in the magazine so you'll be up-to-date with the latest news as soon as you open your issue of Nintendo Power. The old Pak Watch name was derived from the term Game Pak. The Game Pak is a plastic case that holds a silicon chip, or ROM, with the game program on it. All previous Nintendo consoles have used Game Paks to store games, but that will change in 2001 when Nintendo GameCube launches in the fall. The system will use an optical disc instead of a Game Pak to store game information. Even though Game Boy Color and Game Boy Advance will continue to use Game Paks, it seemed that the name Pak Watch just didn't cover all the bases. Since the column is really about the games, not the medium the games are stored on, we decided to call it Game Watch. As you can see, not only has the column name changed, but there have been some design changes, as well. Some of the design changes also reflect the movement toward future consoles. For instance, the red circle on the front page has become a red square to reflect the shape of the upcoming Nintendo GameCube. The monthly coverage in Game Watch will include breaking news items and sneak peeks at games in development as it always has. You'll also see more news about Game Boy Advance in the next few months as we close in on the Japanese launch date in March. Beginning in May, you'll start getting the exclusive scoop on the first Nintendo GameCube titles. Game Watch will continue coverage of N64 and Game Boy Color titles, as well, both in North America and abroad. We hope you enjoy the new Game Watch column along with the other changes in Volume 140. You'll have a chance to let us know what you think about the changes in Nintendo Power by sending in this month's Player's Poll response card.



GOTTA FIGHT 'EM ALL

One of the most frequently asked questions since the release of the Pokémon Gold and Silver Versions for Game Boy Color has been, "Can you enter the new Pokémon characters in the current version of Pokémon Stadium?" The bad news is that you can't use Gold and Silver Pokémon in the existing Pokémon Stadium. The good news is that Pokémon Stadium GS is on the way, and the North American release of Pokémon Stadium GS for the N64 is set for March 26th, 2001. Game Watch previews a Japanese version of Stadium GS this month, and the English version will be completed by the time you read this.

A STADIUM PRIMER

If you haven't entered the battle frenzy of playing the original Pokémon Stadium, it's time that you got a crash course. The basic idea of both the old and new Stadiums is the head-to-head battle between teams of Pokémon. You can rent Pokémon of various levels in the N64 games or use the Transfer Pak to upload Pokémon from one of the Game Boy versions of the RPG. Keep in mind that unlike the original Pokémon Stadium, Pokémon Stadium GS won't ship with the Transfer Pak, and you'll need to use a Transfer Pak if you want to battle using the Pokémon you've trained in Gold and Silver.

WHAT'S NEW, POKéMON?

One obvious new feature in Stadium GS is the game's ability to use the Pokémon from the Gold and Silver Versions. But that's just the beginning of the fun. There are 12 new minigames, four new tournaments, a Free Battle Mode, the Pokémon School, the Trainer Tower with the Trainers from the Gold and Silver Versions, and the Game Boy Castle for playing Gold or Silver on your TV. Four Trainers can join in a ladder-type tournament in the Free Battle Mode, choosing from several sets of rules or even setting up their own rules. The Minigame



Mode is for up to four players, as well. The tournaments include a Little Cup for Level-5 and below Pokémon, the Nintendo Cup for Level-50 to -55 Pokémon, the Challenge Cup, which includes four tournaments, and the Ultra Cup for Level-1 to -100 Pokémon. Each level of a Cup includes eight battles. You have to choose the best three Pokémon from your team of six to compete against each Trainer. And good luck—the competition is fierce!

BACK TO SCHOOL

The Pokémon School feature is particularly cool. If you enter the school from the main map, you'll have a chance to learn about a wide variety of Pokémon techniques such as fighting or evolving Pokémon. After a short lesson, you'll have to answer a quiz from the Professor. The second feature in the school is a complete Pokédex that includes Type Charts, facts, figures and attacks for all Pokémon, and even info about where to find the Pokémon in the Game Boy games. You can use the information to create an awesome Stadium GS team, even from rental Pokémon.



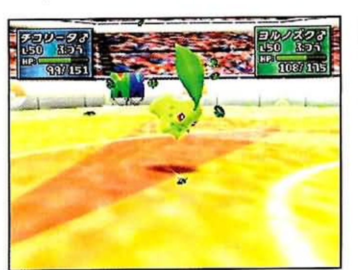




NOT JUST A SEQUEL

Pokémon Stadium GS has new modes, new minigames, great strategic information in the school, new tournaments with multi-player options and improved graphics, including plenty of new attack special effects. If you've been playing Gold or Silver, Stadium GS will be a welcome addition to your N64 library.

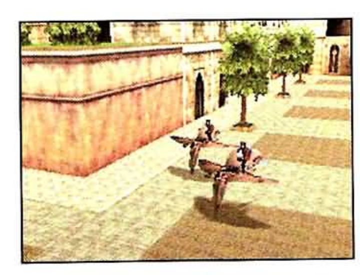
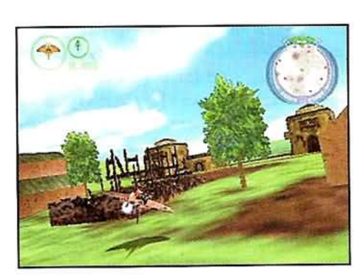
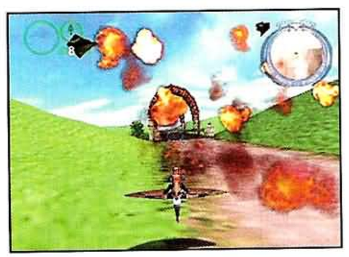






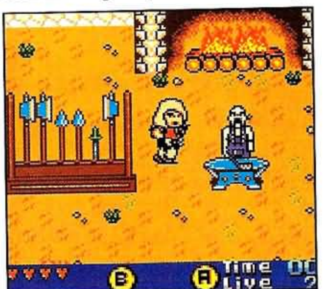
FROM NABOO TO YOU

Star Wars: Episode I: Battle for Naboo from LucasArts Entertainment LLC is ready to roll. Unlike the second N64 title from LucasArts, Indiana Jones and the Infernal Machine, which has a limited release through Blockbuster video stores, Battle for Naboo will appear in retail outlets across North America beginning in the middle of December. The title's speedy trip to the stores is a good thing for *Star Wars* fans. LucasArts, in association with the programming team at Factor 5, has created a mission-based flight-and-fight sim in the mold of Rogue Squadron. From the city streets of Theed to the orbit of Naboo, players take on Trade Federation battle droids and troops. The game is filled with cool vehicles, excellent graphics and music and missions that are enough to challenge a Jedi Knight. If you missed Nintendo Power's preview, here's another look to get you hooked.


HERCULES AND XENA LINK UP

Titus has finally revealed how the upcoming Xena and Hercules games will be able to exchange character data. Titus also sent Game Watch exclusive screen shots of the Hercules adventure. The switcheroo works like this: Using a Game Link Cable, players connect one GBC with a Xena Game Pak to a GBC with Hercules. Both players must have found the hidden Link Icon in each game prior to the exchange. Once the characters have been exchanged, Hercules will appear in the Xena game with his own weapons, but he'll have to use Xena's inventory. Xena will appear in the Hercules game with her own game weapons and Herc's inventory. New areas will open up on the maps in both games once the characters have been exchanged. Even if you don't switch characters, though, you'll be able to complete each game with its original character. Herc is scheduled for release in February, and Xena will follow in March. Any questions?









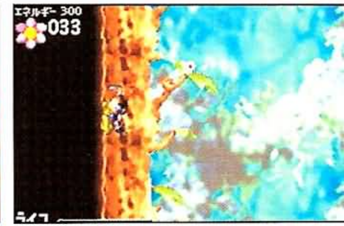
THE BUZZ ON PINOBEE

Hudson Soft's Pinobee Quest of Heart for Game Boy Advance was one of the surprise hits at Spaceworld last August. The main character is a very cool bee named Pinobee who jets around some of the prettiest settings of any video game on any video game console. The platform action combines exploration, hop-and-bop fighting and the precise play control that is the mark of expert game developers like those at Hudson. Even the music and sound effects (through stereo headphones) were impressive. Hudson Soft sent Game Watch the exclusive new shots shown here—a feast of things to come. Pinobee is slated to be one of a dozen or so launch titles for Game Boy Advance in Japan this March.









THE MYSTERY OF ZELDA

With the introduction of Game Boy Advance rapidly approaching, it's easy to forget that a major event for Game Boy Color is also on the way. Two Zelda adventures for GBC will be released in Japan in March. The first game is known in Japan as The Legend of Zelda: Nut of the Mysterious Tree: Chapter of Gaia. The second game is known as The Legend of Zelda: Nut of the Mysterious Tree: Chapter of Time & Space. The two games will have a unique Game Link function using passwords that add more depth to the play. Players who finish either of the games will receive passwords that can be used in the other game. If you input your password in the second game, that game will become a sequel to the first. Your name will carry over, you'll have an extra Heart Container, and various events and scenarios will be different from what they'd have been had you played without the password. If you finish the second game, you'll get another password. If you input the second password into the first game, you'll receive a special item. The screen shots of Time & Space shown below are the first ever published in North America.



Time & Space

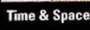
Gaia

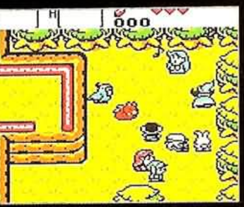


Gaia



Gaia





Time & Space

Time & Space



Time & Space



Time & Space

LINKS TO THE FUTURE...

N-SIDER NEWS

BREAKING NEWS IN THE WORLD OF GAMES

AN ENIX EXCLUSIVE

As a thank-you to Nintendo Power readers who have supported the Dragon Warrior franchise over the years, Enix has given Nintendo Power exclusive first screen shots of **Dragon Warrior III** for Game Boy Color. The huge, 32-Megabit Game Pak will





Dragon Warrior III

feature improved art, larger screen text and bigger, bolder sprites than in the original NES game. The character and monster designs come from Akira Toriyama, the creator, illustrator and storywriter of Dragonball Z. As for the game, DW III is the third game in the Loto legend. The map is so vast that you have to sail and fly over oceans and continents. There are nine character classes, parties of four heroes and 165 different types of monsters. The game cycles through periods of day, night, dawn and dusk, and different characters and monsters appear at different times. Enix plans on releasing the epic in North America in 2001.

TO THE FINISH LINE AND BEYOND

Buzz, Woody, Bo Peep, Mr. Potato Head and other characters take to the road in **Disney's Toy Story Racer** from Activision and Disney Interactive. The development team at Tiertex Studios has created a simulated 3-D racing environment—not an easy feat on Game Boy Color. Once on the road, you'll see environments such as Andy's house, Pizza Planet and Sid's yard flash by with more detail than you'd expect. Toy Story Racer is light, fun and easy to play—perfect for the young drivers who will be revving up at the starting line.





Toy Story Racer

BEACH BLANKET VOLLEYBALL

If you've had enough cold weather and you'd like to head to the beach, take along Infogrames' **Power Spike Pro Beach Volleyball** for a smashing time. Game Boy Color sports are beginning to come into their own with games such as Mario Tennis, **Tony Hawk's Pro Skater 2** and **Road Champs BXS Stunt Biking**. PSPBV may not be quite as refined as that lofty group, but it provides some realistic action in tournaments that range around the globe. Infogrames serves up men's, women's and





Power Spike Pro Beach Volleyball

mixed matches with three difficulty levels. You can choose the ball color, scoring system and rally points, and if you have two Game Paks and a Game Link Cable, you can go head-to-head.

LLAMA LLAMA DING DONG

Disney's The Emperor's New Groove from Ubi Soft is based on the recently released animated feature from Disney. In the role





Disney's The Emperor's New Groove

of Kuzco, a prince who has been transformed into a llama, you and friend Pacha must face an assortment of side-scrolling dangers and adventures. Kuzco uses head-butts and a spitting attack to hoof his way past obstacles and Andean enemies. The graphics are up to the mark, and the game play is definitely aimed at the young audience that will flock to the movie. The Emperor's New Groove should be released early in 2001.

THE CUB WHO ROARED

Yet another Disney license is ready for the small screen. Activision's **The Lion King: Simba's Mighty Adventure** for Game Boy





The Lion King: Simba's Mighty Adventure

Color joins The Emperor's New Groove and Toy Story Racer in this edition of Game Watch. Players begin the game as young Simba and grow into a powerful lion, learning the law of the wild as they progress. The platform action takes Simba through 10 levels filled with enemies and obstacles. The young lion swats enemies, pounces on them, roars at them and leaps like a leopard. Minigames are scattered along the way, featuring characters from the movie such as Pumbaa and Timon. Simba's Mighty Adventure is not a port of the Super NES Lion King but a new adventure that Lion King fans shouldn't miss.

CAT AND MOUSE

Tom and Jerry in Mouse Attacks may not have the wild fighting action of Fists of Furry for the N64, but the platform action in the Game Boy Color title is as solid as a brick. Jerry scampers through multiple lev-



Tom and Jerry in Mouse Attacks

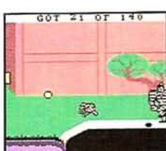
GAME WATCH FORECAST

els to rescue his friends, nibbling on cheese to recover health and getting advice from little angel and devil Jerry characters. Inventory items on a subscreen give Jerry special abilities that help him complete levels, but he has to win them in minigames. For instance, to get a rocket, he has to piece together a slide-puzzle. There are plenty of hidden thrills to search for. Stay tuned for T and J. It should be released in January or late December.

GAME BOY COLOR WORLD

As the New Year begins, Game Boy Color continues to be the most popular video game system in the world, and the number of new games continues to grow. B.A.M. Entertainment is one of the publishers that just can't stay away from the mighty handheld market. The third Powerpuff Girls title, **Powerpuff Girls: Battle Him**, is set to be released in February. The final game in the trilogy features Bubbles as she flies into trouble, fighting Him, Seduca and Mr. Mime. The high-flying action is similar to the game play in the first two games. There's a trading card element and secret codes that will appear on the Cartoon Network in February once the game has been released.

Hang on for a quick trip around the world. NewKidCo is working on **Doug's Big Game**. **Snoopy Tennis** was recently announced by Infogrames, which is also releasing **Test Drive 2001**. **Eggbert** is the latest title from Capcom. **Dexter's Laboratory: Robot Rampage** is coming from B.A.M. Entertainment. **Animorphs** has been released by Ubi Soft. THQ has a new racer—**TOCA Touring Car Championship**. Sound Source Interactive is working on **Extreme Sports with the Berenstein Bears**. And **Blues Clues Alphabet Book** is headed your way thanks to Mattel. In the new Forecast list, the Game Boy Advance section lists Japanese titles.





Powerpuff Girls: Battle Him

Mario Tennis



Nintendo

Return of the Ninja



Natsume

Animorphs





Ubi Soft

Sgt. Rock on the Frontline



Infogrames

Action Man: Search for Base X



B.A.M. Entertainment

Warriors of Might & Magic



3DO

NINTENDO 64

AIDYN CHRONICLES: THE FIRST MAGE
CONKER'S BAD FUR DAY
MARIO PARTY 3
MEGA MAN 64
PAPER MARIO
POKéMON STADIUM GS
STAR WARS: EPISODE I: BATTLE FOR NABOO

GAME BOY COLOR

ACTION MAN: SEARCH FOR BASE X
ALIENS
ALONE IN THE DARK
AMF BOWLING
BATMAN: TOTAL CHAOS
BLUES CLUES ALPHABET BOOK
CASTLEVANIA II
CRUSADERS OF MIGHT & MAGIC
DEXTER'S LABORATORY: ROBOT RAMPAGE
DINOSAUR'US
DISNEY'S THE EMPEROR'S NEW GROOVE
DOUG'S BIG GAME
DRAGON WARRIOR III
EGGBERT
EXTREME SPORTS WITH THE BERENSTEIN BEARS
GAUNTLET LEGENDS
HERCULES
HEROES OF MIGHT & MAGIC II
HYPE: THE TIME QUEST
LUFIA: THE BEGINNING OF A LEGEND
MARIO TENNIS
MERLIN
NBA HOOPZ
POWERPUFF GIRLS: BATTLE HIM
RETURN OF THE NINJA
ROBIN HOOD
RUNELORDS
SERGEANT ROCK: ON THE FRONTLINE
THE SIMPSONS
SNOOPY TENNIS
T-TEX
TERRITORY
TOCA TOURING CAR CHAMPIONSHIP
TOM AND JERRY IN MOUSE ATTACKS
TOY STORY RACER
WARRIORS OF MIGHT & MAGIC
THE WORLD IS NOT ENOUGH
XENA: WARRIOR PRINCESS
ZELDA: TRIFORCE SERIES (2 TITLES)

GAME BOY ADVANCE

BOMBERMAN STORY*
CASTLEVANIA: CIRCLE OF MOON*
F-ZERO ADVANCE*
FIRE EMBLEM*
GAME BOY WARS*
GOLDEN SUN*
GOLF MASTER*
HORSE RACING DERBY*
KURU KURU KURURIN*
MAIL DE CUTE*
MARIO KART ADVANCE*
MOMOTARO FESTIVAL*
MONSTER BREEDER*
NAPOLEON*
PINOBEE QUEST OF HEARTS*
ROCKMAN EXE*
SILENT HILL*
STAR COMMUNICATOR*
TACTICS OGRE*
TOP GEAR GT*
TWEETY AND THE MAGICAL JEWEL*
WAI WAI RACING*

*ANNOUNCED IN JAPAN

Paper Mario



Nintendo

Aidyn Chronicles



THQ

Nintendo ONLINE

pokemonpuzzlechallenge.com

Now that Pokémon Puzzle Challenge is flashing across Game Boy Color screens everywhere, details and downloads for the game are available on your computer screen. Log on to www.pokemonpuzzlechallenge.com. The site includes a Pokémon Center for character profiles, a Poké Goodies section for downloads and a tip-and-trick-filled Code Bank. The Code Bank includes the codes that Professor Elm gives you for completing puzzle challenges. Enter the codes into the game for new game play options like higher difficulty levels and access to more detailed stats. You can also consult the site for information on how to meet special Trainers for challenges and capture additional Pokémon like Marill, Pikachu, Togepi, Magby and more. A Shockwave game tests your Pokémon knowledge by asking you to match Pokémon pictures to their names. It all adds up to an entertaining Pokémon Puzzle Challenge experience.

DKC GBC



donkeykongcountry.net

In last month's issue, we reported that a site supporting Donkey Kong Country for Game Boy Color was on its way. The site is now operating, and it gives you access to the Official Nintendo Power Player's Guide for the Super NES version of the game. Since the Game Boy Color version of Donkey Kong Country is virtually identical to the original game, you can use the Player's Guide for tips on how to get through each level. You'll also find information for all the bonus areas and boss battles. The site also features a Shockwave barrel-tossing game and a daily poll that lets you voice your opinion on subjects like your favorite Donkey Kong Country characters and the best Kremling-crushing techniques.



QUICK BYTES

POWER PLUG

Nintendopower.com is your source for online tie-ins with Nintendo Power. Log on to the site this month to view movies that accompany our articles on Spider-Man, Mega Man Xtreme Metal Walker and more.

ZELDA.COOL



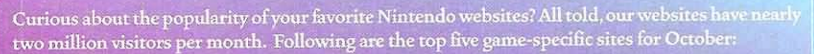
For some time after the release of The Legend of Zelda: Majora's Mask, zelda.com was exclusively dedicated to the new adventure. The site now covers all things Zelda and has with a new look. Included are walk-throughs for all of Link's adventures and a Legend of Zelda encyclopedia. The site also includes interactive knowledge challenges for Zelda know-it-alls.

LOOK AHEAD



Early 2001 looks to be a busy time for nintendo.com. Our online group has plans for websites that will be dedicated to several huge Nintendo 64 releases. In the coming months, be sure to keep an eye out for loads of online information relating to Paper Mario, Mario Party 3 and the Pokémon Stadium sequel. The big wheels keep on turning.

HIT LIST



Curious about the popularity of your favorite Nintendo websites? All told, our websites have nearly two million visitors per month. Following are the top five game-specific sites for October:

1. pokemon.com
2. zelda.com
3. pokemongold.com / pokemonsilver.com
4. mariotennis.com
5. radiozelda.com

DISNEY DUO

Fans of Ariel, the mermaid, and Alice, the Wonderland adventurer, will rejoice with the availability of two new Disney-related Game Boy Color sites. With the recent release of Disney's the Little Mermaid II: Pinball Frenzy and Walt Disney's Alice in Wonderland, sites supporting both Game Boy Color games are now up and running. Follow the links from www.gameboy.com. You'll find screen shots and a list of game features, along with great screen savers and wallpaper for both titles.





NINTENDO WEBSITE LIST

banjo-kazooie.com
banjo-tooie.com
bioniccommando.com
camphyrule.com
carringtoninstitute.com
datadyne.com
dkr.com (Diddy Kong Racing)
donkeykong64.com
excitebike64.com
funtography.com
fzerox.com
gameboy.com
gameboy.com/aliceinwonderland
gameboy.com/crystalis
gameboy.com/littlemermaid
gameboy.com/warlocked
heyyoupikachu.com
nintendo.com/goldeneye007
jetforcegemini.com
kirby64.com
mariogolf.net
marioparty.com
marioparty2.com
mariotennis.com
mickeysspeedwayusa.com
nintendo.com/n64/ccsite (Command & Conquer)
nintendo.com/n64/newtetris
nintendo.com
nintendopower.com
nintendosports.com
perfectdark.com
pokemon.com
pokemoncardgb.com
pokemongold.com
pokemonpuzzleleague.com
pokemonsilver.com
pokemonsnap.com
pokemonstadium.com
radiozelda.com
ridgeracer64.com
rogue.nintendo.com (Star Wars: Rogue Squadron)
starfox64.com
starcraft64.com
swracer.n64.com (Star Wars: Episode I: Racer)
smashbros.com
waluigi.com
warioland3.com
yoshisstory.com
zelda.com



When you see the NP logo in Nintendo Power, it indicates that you can see a movie of the indicated game on nintendopower.com.



GRAPPLING HOOK

NUCLEAR



DETONATOR

MISSILE LAUNCHER

SPIDER-MAN®

EVERYONE

E

CONTENT RATED BY ESRB

YOUR FRIENDLY NEIGHBORHOOD SPIDER-MAN LEAPS OFF THE PRINTED PAGE TO SLING SILK AND PUMMEL VILLAINS IN ACTIVISION'S NEW 3-D ADVENTURE. SNAP IN SOME WEB CARTRIDGES THEN PREPARE TO DEFEND NEW YORK ON THE N64.

Brawling

Even though the webhead has the proportionate strength and speed of a spider, plenty of bad guys are willing to tangle with him. Use the left and bottom C Buttons to unleash a barrage of flying fists and feet.

PUNCH



KICK

GRAB

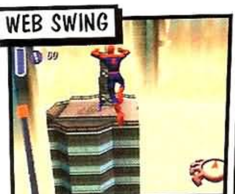


You can mix it up with minor villains by laying down combinations of punches and kicks. Most of the more powerful foes require you to use basic skills in conjunction with other techniques. You can also jump onto an enemy's back then punch or kick him.

Webslinging

Spidey's versatile webbing plays a key role in his N64 adventures. Its primary function is transportation, whether he's using weblines to travel between buildings or just to reach the safety of the ceiling. After a little practice, you'll turn into a real swinger.

WEB SWING





If you've seen the Spider-Man cartoons, you probably remember the way Spidey could swing around the city by attaching webs to unseen objects above him. It works pretty much the same way in the game. Just leap in the direction of a building then press R.

ZIP LINE



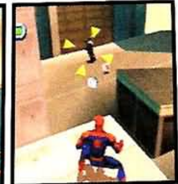


If you need to escape danger in a hurry—or you just want to crawl around—press the B Button. A web line will pull you straight up to the ceiling. The ceiling will become transparent while you crawl.









Some situations require precise, targeted webslinging. Press the Z Button to bring up a web sight, aim it where you want to go, then hit the R Button to swing. You can also use the web sight to target enemies with impact webbing.

WEB WEAPONRY

You can use Spider-Man's webbing for a variety of offensive purposes, but keep a close watch on your web cartridges. There's nothing worse than running dry in a pinch. To use the web attacks, press the top C Button while flicking the Control Stick in a specific direction. Each direction produces a different attack.

WEB TRAP




If you press top C without moving the Control Stick, you'll fire a tangle of webbing that momentarily disables enemies. Use the time to administer a thrashing. You can also use the standard web attack to activate buttons and switches.

WEB YANK





Turn opponents into squirming yo-yos with the Web Yank move. Push the Control Stick down while pressing top C to attach a line to an enemy, then use the Control Stick again to throw him.

WEB SPIKES



Web Spikes double the power of your punch attacks for as long as the webbing lasts on your hands. Push the Control Stick to the left while pressing top C to weave the potent boxing gloves.

IMPACT WEBBING



The Impact Webbing move fires a damaging ball of densely packed webbing at enemies. Don't bruise your knuckles fighting—just snap the Control Stick forward while pressing the top C Button.

WEB DOME




The Web Dome is a formidable attack—it both protects you and hurts enemies—but it uses up a lot of web fluid. Hit top C while pushing the Control Stick to the right to create the dome then wait a few seconds for it to explode, damaging nearby enemies.

COMIC COLLECTION

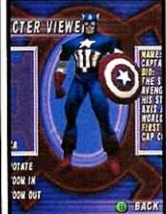
Classic comics are yours for the taking—if you can find where they're hidden in the game. The Gallery Mode lets you view the covers along with a synopsis of the original comic's story. You can also look at different characters you've encountered in the game.



CHARACTER VIEWER





Some of the famous characters in Spider-Man flash by pretty quickly while you play the game, so you may want to check them out later using the Character Viewer. You'll be able to zoom in on them or turn them in different directions.

COMIC COLLECTION






It's worth your while to seek out the hidden comics in the game. After you find one, it will appear in the gallery of 32 covers that spans the history of the character—from the wall crawler's debut in Amazing Fantasy to his renaissance under the hand of artist Todd McFarlane.

GAME COVERS







As a bonus, you can look at cool new covers that exist only in the game. You'll open up the original art after you reach the stages of the game depicted on the covers.

Costumes

Purists may want to play the game only in Spidey's original suit, but most fans will want to try out different costumes, such as the Captain Universe suit or the Spider-Man 2099 suit. Some of the suits give you special attributes, like extra strength.



If you beat the game on Normal, you'll be able to wear the Symbiote suit. It provides unlimited webbing.



Finish the first level of Item Hunt in under a minute then run to the question mark for the Peter Parker suit.



If you score more than 10,000 points in Zip Line Training, you'll be rewarded with the Quick-Change suit.

Training

Training Mode allows you to improve specific skills by completing focused challenges. The Time Attack and Survival Modes let you hone your fighting skills. The Speed Training and Item Collection Modes teach you how to get around with webbing.





Survival Mode throws enemy after enemy at you until you expire. Compete to see how long you can last. Speed Training tests how long it takes you to swing to a rooftop target.



The Bank Heist!

After a Spider-Man imposter commits a very public crime to discredit the superhero, the real webslinger goes on patrol. A crisis at a downtown bank will force you to make a rooftop journey through throngs of thugs. Once you reach the bank, you'll discover that the criminals there are far from common thieves. Hostages' lives are in jeopardy, and a very large bomb could ruin your day if you aren't careful.



Map Key


HENCHMAN


HOSTAGE


BANK THUG


POLICEMAN


SWAT COP


LIZARDMAN


COMIC BOOK


SWITCH

GET TO THE BANK!

GOAL

START



Black Cat is the best friend a Spider boy could have. The statuesque superhero will dispense basic instructions to you in the first level of the game. If you need to hear them again, touch the question marks.





Fight your way through sparse pockets of rooftop thugs to find the scene of the crime. The pointer on your Spidey Compass will direct you to the bank. Bear in mind that the compass just shows you the direction of your goal, not the safest route to get there.

BANK APPROACH







The first Collector's Comic you'll find is atop the fabled Fantastic Four Building. Reed Richards must have been taking a coffee break up there when he was called away on important business.





The creeps with machine guns on top of the bank building are tougher than the pistol-toting tough guys you encountered on the way there. Use Web Targeting to take them out from a distance.

HOSTAGE SITUATION





You'll discover a delicate hostage situation unfolding inside the bank. Find the best route to the captive employees. It isn't always on the ground.



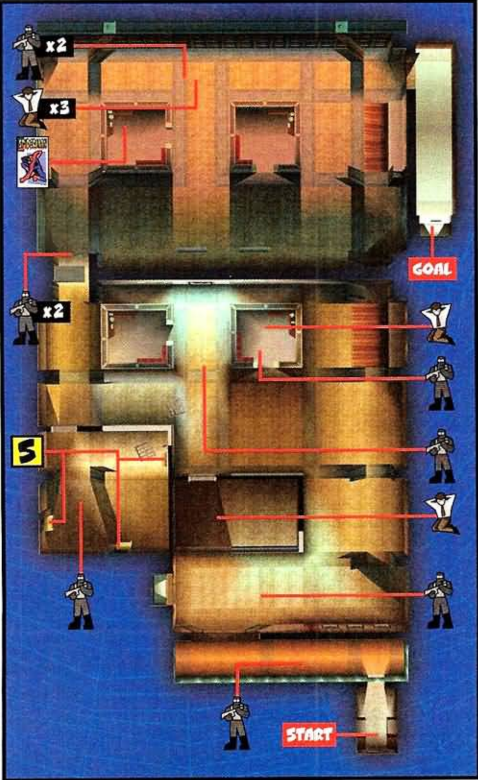


Journey through the airduct to a room with a robber and three crucial switches. Activate them so you can access the rest of the level.





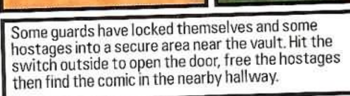
Take care of the guards in the room with three hostages, then start looking for a hidden prize in the room. Go to the desk in the corner of the room then pick up the chair to reveal a comic.



STOP THE BOMB!









Some guards have locked themselves and some hostages into a secure area near the vault. Hit the switch outside to open the door, free the hostages then find the comic in the nearby hallway.



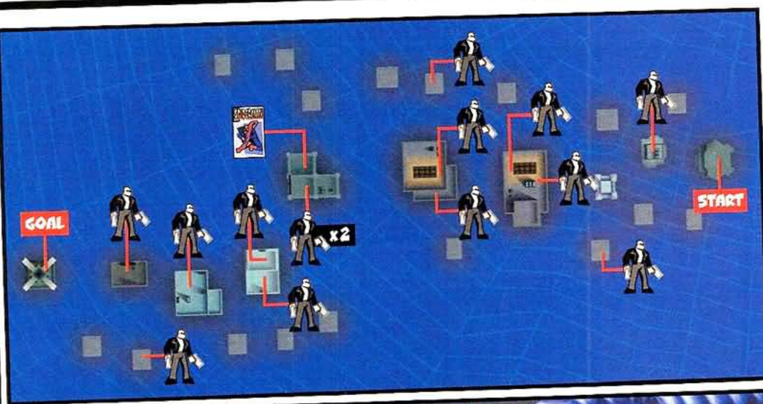


Before you can reach them, the bank robbers will have activated a big bomb where they barricaded themselves with the hostages. If you haven't done so already, open the door to the vault. Carry the bomb inside then close the door.

RACE TO THE BUGLE





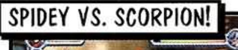


As soon as you clear up the mess at the bank, there will be more trouble across town at the Daily Bugle. Reach the newspaper before the Scorpion icon reaches the J. Jonah Jameson icon. Look for the comic on the Edge of Reality Building after the short cinema scene is shown.



Sting of the Scorpion!

The Scorpion has always blamed J. Jonah Jameson for the failed experiment that trapped him inside his cybernetic suit. The editor will have to face the ultimate deadline unless Spidey can stop the vengeful arachnid. Use your powerful leaping abilities to evade Scorpion's deadly tail while you fight him.







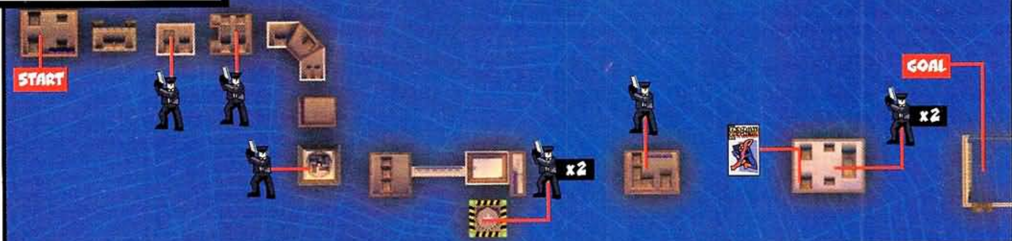


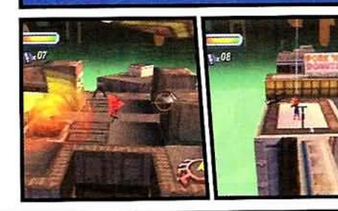




Entangle Scorpion with webbing to allow Jameson time to escape. It's relatively easy to attack Scorpion because he's distracted by the cowardly editor. He'll retaliate once you land a blow, however. A comic will appear if you destroy all the furniture in the room.







You'll need to swing across town again after defeating Scorpion, but you'll be harassed by armed police helicopters when you do. Keep moving. If you hesitate, the choppers' guided missiles will either hit you or knock out platforms beneath you.



The last building on the level has a comic hidden inside a rooftop box. The only way to get it is to bait the police by standing on the box then diving out of the way once the helicopter fires a missile at you.

MISSILE ATTACK



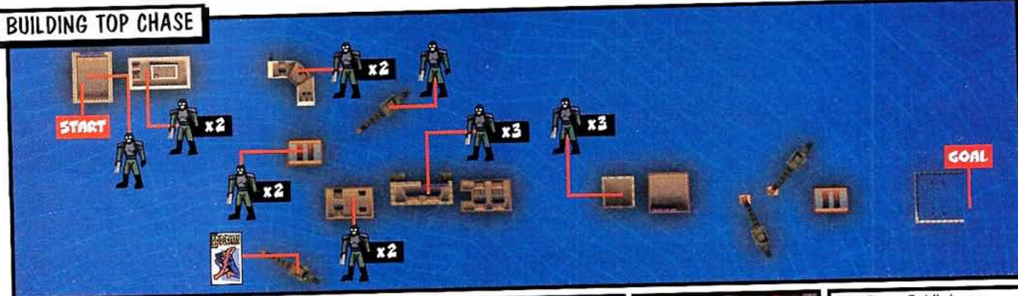


Crawl up a condemned building while the police fire missiles and snipe at you. They always fire missiles in the same pattern. Heed your Spider Sense.



The missiles start coming faster as you near the top of the building. Watch the missile targeting indicators and follow your Spider Sense to reach the ledge.

BUILDING TOP CHASE





The police have called in reinforcements to deal with their spider problem. As in the Police Chopper Chase, keep moving between buildings or you'll be perforated. The cranes can be disorienting, but they also provide cover.





The Green Goblin has a comfortable-looking lair inside a crane's control booth. If you take the time to find it, you'll be rewarded with a comic and Spidey armor. You'll appreciate the extra protection when you're exposed to the helicopter's machine gun fire.

SCALE THE GIRDERS



What with all the shooting, you may want to rush right up the building to end the level, but you should take the time to check the other side of the building before you start scaling. There's a comic on the ledge.





Don't travel in a straight line up the girders unless you have a Spidey Armor power-up or a Captain Universe suit. Keep moving to the top until you reach the crane on the roof. Jump then swing to the hanging box to start a short cinema that ends the level.

POLICE EVADED



You've got one more round of running and swinging left before the police will leave you alone. A building with two skylights is a place of interest along the way.



Break through a skylight then drop down into a room containing two S.W.A.T. officers. Defeat them then break one of the smoked glass windows to reach a comic.





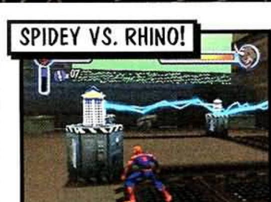


RHINO'S RAMPAGE!

Things are falling apart for Peter Parker. The police think he's a criminal, and Venom has kidnapped his wife. As if he didn't have enough on his plate, Black Cat has informed him that Rhino is on the loose, and Spider-Man must tag along when the feline superhero sets off to stop the horned horror. The Rhino is among the most powerful of Spidey's foes, but he's also one of the dumbest. Play matador to help him defeat himself.



SPIDEY VS. RHINO!





The Rhino's tough hide makes him impervious to direct attacks. Instead, lure him into ramming solid objects by leaping out of the way at the last second. The electrical generators make nice targets, but you should goad the Rhino into destroying the barrels in the corners first. When they're all gone, you'll get a comic.



ENTER VENOM

Venom is actually two enemies in one. Eddie Brock was just a reporter until he got his hands on the Symbiote costume that once belonged to Peter Parker. The costume is actually a powerful alien organism that lends its wearer all of Spider-Man's abilities. In exchange for his powers, Brock has to share his consciousness with the alien. Venom isn't necessarily evil, but he has a tendency to cause problems for the webhead. It's definitely a problem that he's kidnapped Spidey's wife and is threatening to drown her.



CATCH VENOM!



Venom is quick and elusive. You shouldn't necessarily follow his exact route. Try to find shortcuts to keep up with him.





There are two comics to pick up on the Catch Venom! level, and you won't have much time to look for them. The first one is next to a Spidey Armor power-up among the girders, and the second is on a rooftop ledge.

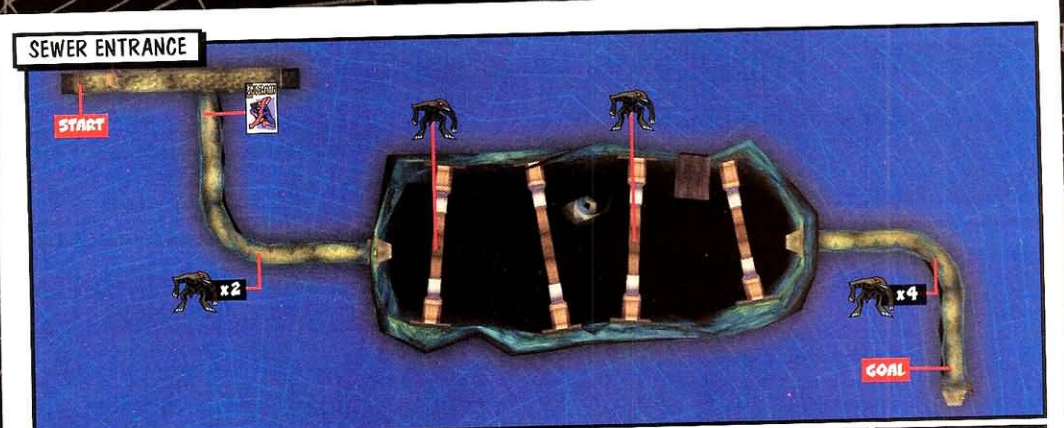
SPIDEY VS. VENOM!






Before you get down to business fighting Venom, pick up the car then toss it to reveal a comic. The first battle against Venom is a simple matter keeping your distance from him while firing Impact Webbing. If he gets too close, he'll ensnare you in webbing then toss you down like a rag doll.

SEWER ENTRANCE





Enter the sewer cavern, then backtrack to the entrance hallway to discover a comic. The Lizardmen that patrol the sewer are stronger than the human foes you've faced, so you should attack quickly to prevent them from mauling you.



The first small cavern is fairly easy to cross if you time your swings correctly. If you miss a pipe, you'll fall into the black abyss, forcing you to restart the level. Get past four Lizardmen in the next hallway to finish the level.

SEWER CAVERN



The first section of the Sewer Cavern level is similar to the previous level. Swing to the second horizontal pipe then traverse it so you'll be in position to swing to the vertical pipes that lead to the exit.



Make a side trip to the room behind the second waterfall to find a comic and some power-ups. The Spidey Armor power-up will be helpful in the next level, when you'll face many waves of enemies.

GOAL x4 x2 START

HAHA HAHA HAHA HAHA





Use Web Targeting to move between the vertical pipes near the level exit. Use the exit door as reference points so you won't get disoriented. The pipes change from red to green as you move to the exit.

SUBWAY



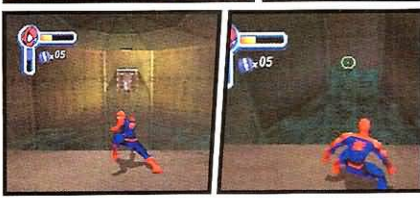


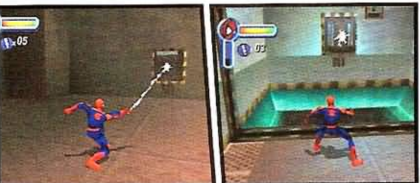
A moving subway train will take you deep into the heart of Venom's lair, but the ride won't be very pleasant. You'll have to ride on top of the train, and your fellow travelers—Lizardmen—are determined to stop you. Stay near the side of the cars so you can pick up health and webbing power-ups as they pass by.

SEWER PLANT

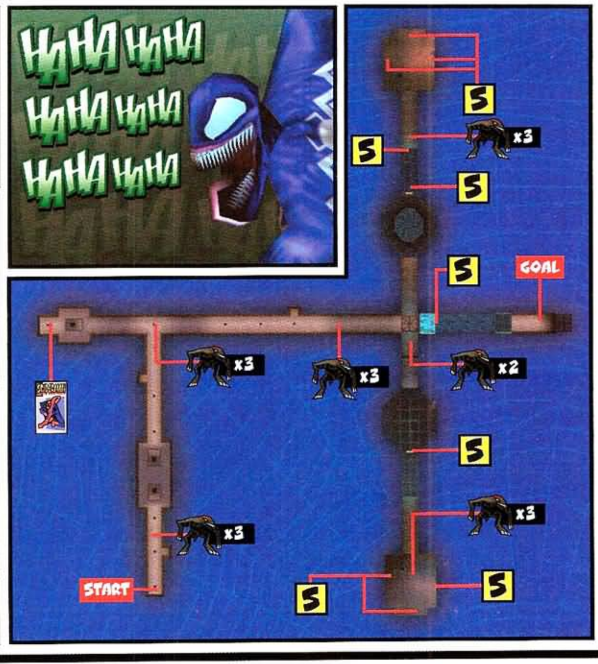


Make a short detour after the start of the Sewer Plant level to find a comic. It's in a dead-end hallway, next to health and webbing power-ups. The level is filled with enemies, so you may need the power-ups.





Activate a series of switches to lower water levels and open doors. The final switch in the level is in a tricky position. Take care not to fall into the hole beneath it.



HIDDEN SWITCHES







The exit from the main room on the Hidden Switches level is beneath a pool of toxic water. Find the one accessible switch in the room then activate it to open another switch. Continue the process until you've hit all four switches to lower the water. After you hit the fourth switch, return to the third for a comic.

TUNNEL CRAWL







Time your progress through the tunnel so you avoid the rising water. Swing across the next room to a switch that will lower the water level. Another switch on a large box opens the way to the exit and makes a comic appear behind a second box.

VENOM'S PUZZLE





You'll need to use remote switches in a separate room to open four doors that Venom will hide behind. The switches will affect certain doors—either opening or closing them. Hit them in the proper sequence to open all four doors. If you're careful, you can open the path by hitting just two switches.

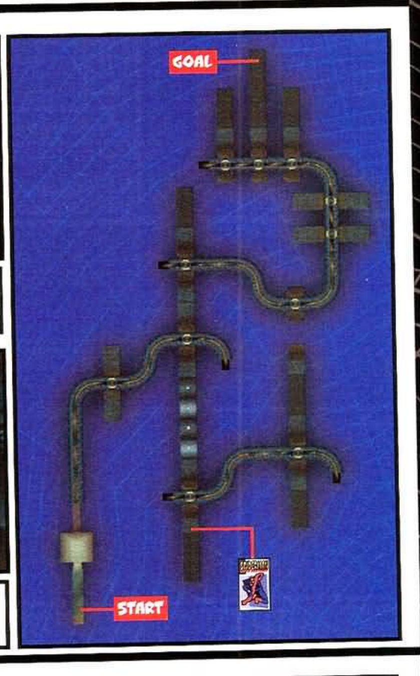
THE LIZARD'S MAZE




It turns out Venom's hideout actually belongs to the Lizard. Crawl on the sewer ceiling to reach the reptile in his cage. He'll give you directions to his old hideout, where Venom is holding Mary Jane. After you talk to him, a comic will appear.




If you follow the Lizard's instructions to the letter, you'll be able to finish the level and progress to your final confrontation with Venom. Be sure to take a right at the middle tunnel near the end of the sewer. There's also a Spidey Armor power-up hidden in the sewer.



SPIDEY VS. VENOM AGAIN!





Don't bother chasing Venom around the room. Stay in the central area where you can see four switches then pelt the villain with Impact Webbing. If he manages to raise the water level, quickly lower it by hitting the switches with webbing. Don't worry about your own health. Concentrate on saving MJ.

WATCH OUT, WEBHEADS!

You're little more than halfway through your adventure, true believers. Spidey will have to face an even tougher batch of supervillains before he can relax and hang out. A mysterious monstrosity, a slew of Symbiotes, a powerful psycho and a mad scientist with multiple limbs will all get a crack at you before the game is over and done. It's a tangled web of treachery, but your spider skills will see you through.




AIDYN CHRONICLES: THE FIRST MAGE™

COME, MY CHILDREN. GATHER YOURSELVES AROUND THE TREMBLING FIRE AND HARKEN TO A STORY OF VALOR AND TREACHERY FROM THE WISE OLD ONES AT THQ AND H2O. HEED THESE WORDS WELL, FOR IN THEM LIES THE TRUE TELLING OF ALARON, SAVIOR OF THE LAND OF AIDYN.

AN ADVENTURE BEYOND IMAGINING

Ah, well and well. You have arrived. But the fire burns low, and my time here fades like its embers. Come closer! My eyes are old, and my voice turns weak with age. Closer still…

Long it has been since this story was first told—the story of a boy who became a man through hardship and loss. His name was Alaron, and his deeds are legend throughout time. And only now, as harsh winter grips the land in her talons, do we have a chance to discover young Alaron, to live his quest exactly as he lived it and to experience the magical and vast world of Aidyn through his very own eyes.

Where is this Aidyn, you ask? And who was Alaron? Soft, my young listener, soft. I will answer true all of your questions, but know that in my answers lie deeper truths, but only for those who have ears to listen. For I speak not just of a single man or a lone tale, but of a book of stories so vast that it has long been known in learned circles as the Aidyn Chronicles.



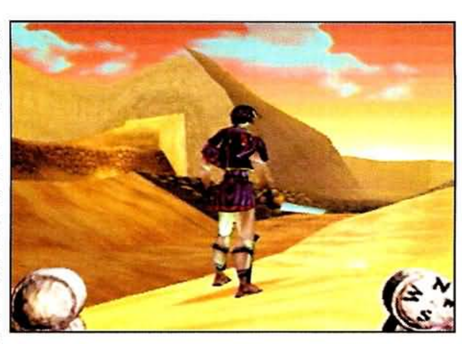
THE FELLOWSHIP OF ALARON

Where shall my tale take hold? To gain knowledge, you must first learn of the boy Alaron and his companions, for in their story reside the gossamer strands of legend.

The boy Alaron had his childhood snatched away by vile goblins when he was but a baby. During his naming ceremony, a horde of the foul beasts appeared and overran the town, slaughtering all who were within its walls. When the king's forces arrived, they found that only young Alaron had survived. He was taken in by the good King Lloyd, who raised him as a true son.



The game begins with Alaron as your guide. As you move through the world, you'll encounter over 12 different player characters who might be convinced to join your quest.



Now, as you know, a traveler's path in life is set by his name, since within the name is bound one's magical power. Since his naming ceremony was disrupted, however, Alaron's name was never bound to him. Therefore he was not tied to one school, but instead could cast magic from all schools and arts, which gave him the potential for almost unlimited power. Many, however, were aware of that potential, and not all were from the forces of light and good.





Your Friends and Allies

I would not be speaking to you of the tale, had not Alaron the backing of wise and trusted friends. As he set out on his quest, he was able to select from the finest fighters and scholars in the kingdom. Thusly, his party was composed of names so heroic that they rest even today upon the lips of all who have breath to utter them. Sir Abrecan, the King's knight, was a fighter bold and brave as the mountains themselves. Many a ballad has been written of Sir Abrecan—perhaps you even sang a few yourself. Godric the alchemist was a man whose nervous and confused nature was second only to his mastery of herbs and magical lore. Rheda the wizard was the youngest of the magical masters. And finally, Brenna, the clever and headstrong thief was Alaron's closest companion and friend.

Oh, there were more who joined with Alaron—different classes and races, with increasing powers of magic and combat. But to list them all would take many days, my child, and already my time grows short.



Choosing party members is very important. With many different classes—including Fighters, Wizards, Thieves, Troubadours and Alchemists—you must strive to find the perfect balance.



Each character has a different personality and will react to you accordingly. You can also play the game again and again with different party members and have a unique adventure each time.



LET SLIP THE DOGS OF WAR

So! You are tired of this old man's ramblings, eh? It is a tale of battle you seek, fierce combat where swords clash and spells fly. Ah, the impatience of youth. Very well! I shall impart to you the battles and strategies used by Alaron and his band of heroes.



The Terrible Beasts

As Alaron proceeded on his quest, he met many a monster that seemed born straight from the fiery depths of man's darkest imagining—goblins and ogres, skeletons and zombies. Hideous, giant animals roamed the land in that day—there are even sketches of rats as long as ox-carts. And as Alaron progressed on his journey and gained in strength, the beasts became more horiffic. Chaos Monsters arose and roamed the land—the unspeakable abominations were frighteningly powerful and a seemingly random combination of eyes, limbs and tongues. Many a brave knight barely returned from an encounter with the creatures, their mind forever shattered, their hair as white as new fallen snow.

To Battle! To Battle!

Fighting these unnameables took courage and skill. Warriors entered combat with the roar of battle in their ears, swinging their great weapons in arcs of destruction. And oh, what weapons they had! Axes and swords, staffs and hatchets! Daggers, whips and the ranged power of the longbow. The variety of weaponry was unlike any ever seen before or since. Some of the tools of war were even blessed with magical powers, transforming he who wielded it from a lowly peasant to a great warrior.

Armor, too, was in great demand, and magical items were always welcome. Such things could be switched between members of a party or exchanged for gold at local shops.



The battles themselves were harsh affairs. Enemies used skill and brains as well as brawn. Alaron was given complete freedom of movement while on the battlefield, but this was a curse as well as a blessing—for it forced the rash young knight to plan his attacks with care. It was indeed a change from days of yore, when brave knights and foul villains stood in a single line, patiently waiting to attack.



Since you can see enemies approach in the overland map, you'll often have the option to engage in battle or to attempt to sneak by unnoticed.



Not only does the enemy AI single out your party leader for attack, large groups of enemies will actually surround a fighter who gets too far from the rest of the party.



You can take advantage of the landscape while you fight. Taking the high ground in the middle of a fierce battle will result in improved stats. All combat is turn-based.



Strategy is important in battle. If you move a weak fighter, like an Alchemist, to the front, your enemies will seek him out and pounce on him.

MAGIC, ALCHEMY AND THE STUDY OF THE ART

My time here is almost done, and I have only a moment remaining in which to speak of Aidyn's magic.

In that far-off day, magic was divided into four schools: Elemental magic, which harnessed the power of earth and sky; Star magic, which used the powerful forces of the sun and planets; Naming magic, which called upon the power inherent in one's on name; and finally Necromancy, the dark magic. That branch of the art was considered too dangerous for study, though there were rogue wizards who tried to learn its ways regardless, in the hopes of seizing unlimited power.



You'll need to collect certain items, such as Forest Herbs and Desert Spice, before most spells will work.



Most sorcerers were limited to a single school, but Alaron's lack of a true name gave him the power to use many different spells. Perhaps you can see now why he was so exceptional.



You'll learn spells by reading scrolls or training with loremasters. There are also rumored to be other ways of learning magic—dark ways.

Spell casting

Spells launched in battle can strike fear in the hearts of a foe and turn the tide in an instant. Alaron and his band learned dozens upon dozens of spells in their travels. Such powerful spells included Dragon Flames, Restoration, Conjuring Fog and the dreaded Wall of Bones.

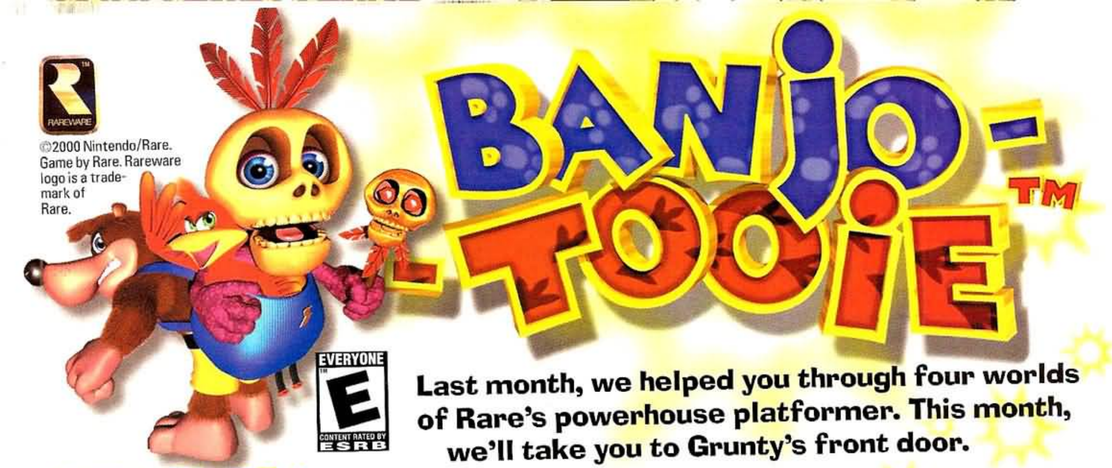
And let us not merely brush aside Summoning, the most powerful magic of all. The results of such magic were oftentimes amazing beyond all description. We have heard of Summoners who could call up wolves and elemental monsters for use on the battlefield, and even of wizards so powerful that they could raise and control the dead. I shudder still to think of it.

Learn well from Alaron! When you set out for adventure, take with you at least one who knows the worth of magic. Alas, it is to your own peril that you ignore my words, young one. And now, I bid thee a fond farewell.

THE JOURNEY BEGINS

Long have the people of our land cried out for an epic RPG, one that would stretch a Nintendo 64 to its very limits with graphical wonders and deep story lines. And we are, without a doubt, thrilled to report that Aidyn Chronicles: The First Mage, is a tremendous success on all fronts. The plot is intense and unusually well-written, there are hundreds of characters to meet and speak with and, best of all, the world of Aidyn is simply massive—giving you total freedom to explore wherever you want. The battle system is unique and challenging, and the enemy AI is one of the cleverest we've ever encountered. There are many hours of fun and engrossing game play crammed into this Pak, and though gamers had to sit patiently through a number of delays, the final results will make all the waiting worth it. Everyone knows that role-playing fans are among the most voracious in the gaming world, and N64 RPG fanatics will finally have a game that does justice to the genre. If you enjoy combat, magical spells, or just a well-designed game with an intricate and creative story, you definitely will not be disappointed.





Last month, we helped you through four worlds of Rare's powerhouse platformer. This month, we'll take you to Grunty's front door.

BEAR DOWN

The trip through Jolly Roger's Lagoon was a day at the beach compared to the challenges you'll face in the last four worlds. There are plenty of new moves to learn and tough enemies to defeat.





Talon-Torpedo the boulder in Pine Grove's pond to access the Digger Tunnel. After a short battle with Klungo, you can continue on to the Wasteland and the Terrydactyland entrance.

TERRYDACTYLAND

B-T's fifth world is a Jurassic lost land filled with cavemen and deadly dinosaurs. After you visit Wumba's Wigwam, you'll be able to infiltrate the local scene as a Baby T-Rex or raise a ruckus as a thunderous Daddy T-Rex. The first order of business, however, is mountain climbing. Instead of rope, try using the Springy Step Shoes.

START
SPRING SHOES
TAXI PACK
EGG HATCHING

MAP KEY

- Cheato Page
- Empty Honeycomb
- Glowbo
- Humba Wumba
- Jamjars
- Jiggy
- Jinjo
- Mumbo Jumbo
- Notes x5
- Treble Clef x20
- Warp Pad

1 Terry's Torment

Terry will attack you two ways. First, he'll fire deadly spit wads at you from above, then he'll release mucoids to attack you. Fire Grenade Eggs at him as he flies above you between attacks.

2 Bad Nestkeeping

A bonus Jiggy is tucked away under a loose patch in Terry's nest. After you've finished fighting him, Bill-Drill the patch to reveal his secret stash, then leave the nest the way you came in.

3 Gut Shot




The Chompasaurus will eat anything that moves, and that's why it has a stomach ache. Once you're inside its belly, hold down the Z Button to eliminate Blaarg Ulcers for a Jiggy.

4 Achilles' Bottom




Track down the five members of the Armored Rocknuts tribe then blast them with Clockwork Kazooie Eggs. Each Rocknuts tribesman has a weak spot: his unprotected posterior.

5 A Roaring Good Time




After you transform into a Baby T-Rex, go through the sliding T-Rex door behind Wumba's Wigwam. Read the sign inside to learn a code, then roar in front of a caged Jiggy on the mountainside.

6 Catering for Cavemen




The Oogle Boogles have not evolved enough to feed or heat themselves. Save them from extinction with Fire Eggs and take-out junk food from Witchyworld.

7 Terry's Tots




Put Kazooie's newly learned Hatch move to good use by opening up four of Terry's stolen eggs. All but one of the hatchlings will fly back to the nest. The obese baby can ride in the Taxi Pack.

8 Foot Message




Banjo and Kazooie must cross the Stomping Plains together and separately to activate three switches. To win the Jiggy, use the Wonderwing to protect the pair from the big foot.

9 Dinomom




A Styracosaurus mom has three at-risk kids. Haul the runaway back by train and fix the wee one with Mumbo. Use Chuffy to take the sick one to the Cliff Top so Mumbo can heal her.

10 Heavy Rain




Dippy the dinosaur is parched, but he can't make the short trip to a nearby pond. Fill up his giant water dish by unplugging a pool in Cloud Cuckooland.

Adjustable T-Rex




Wumba can transform you into a Baby T-Rex to enter small doors or a Daddy T-Rex to scare people and stomp switches.

Wigwam Widening




Mumbo's potent magic can widen the hole in Humba's house to accommodate a Daddy T-Rex.

SERGEANT JAMJARS


SPRINGY STEP SHOES

Springy Step Shoes temporarily allow you to leap high into the air when you press A. You're allowed one big jump each time you wear them.


TAXI PACK

You can carry large items and characters in your pack once you learn the Taxi Pack move. You'll have to Split Up before Banjo can learn or perform the move.


HATCH

To perform Hatch, position Kazooie on top of an egg then press the Z Button to make her sit down. If you perform the move correctly, you'll hear a chime.

TERRYDACTYLAND JINJOS



Use the Talon Torpedo move to activate the Kazooie Switch in a pond. A cage door will open, allowing you to free a Jinjo from its underwater prison.



Another Jinjo is behind bars near the entrance. Shoot the Gate Switch on a pillar then use the nearby Flying Pad to reach the alcove in the cliff face.



One of the imprisoned Jinjos is accessible only by using a Clockwork Kazooie Egg. Steer the bird bomb into a mouseholelike opening on a cliff face.



It will take a lot of weight to pound the switch near Wumba's Wigwam. Transform into a Daddy T-Rex to open a Jinjo's gate then retransform to reach the Jinjo.



Kazooie must cross the Stomping Plains so she can stomp a switch herself to free a Jinjo. Time your runs from footprint to footprint so you don't get squashed.

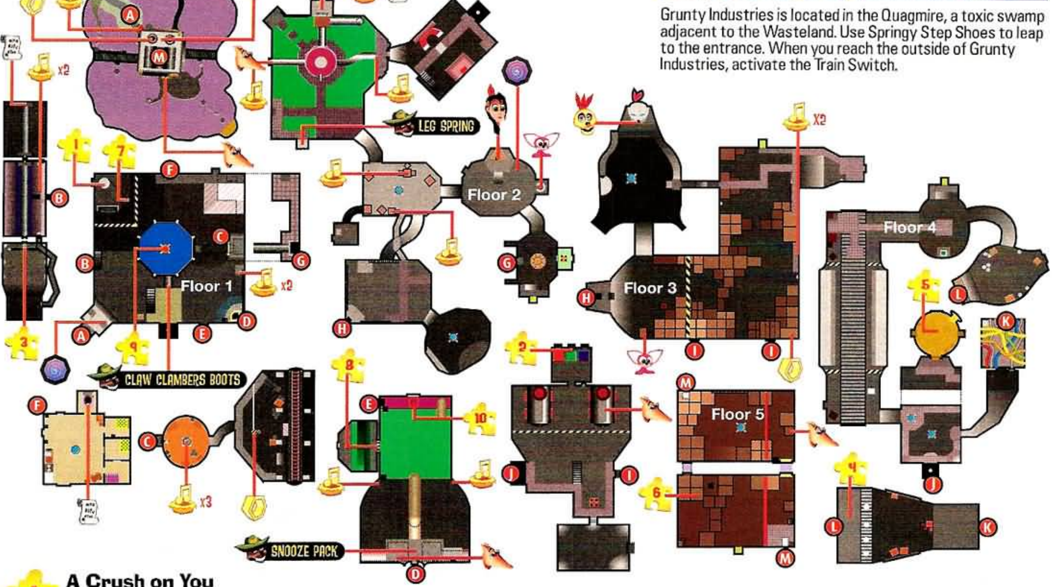
GRUNTY INDUSTRIES

Grunty's filthy factory is weak on sanitation and safety but strong on security and servitude. You can access the multilevel interior by taking Chuffy from a previously opened station. Once you're inside, open the front door using Banjo and Kazooie Pads. You can also activate outdoor Flying Pads from inside the building.





Grunty Industries is located in the Quagmire, a toxic swamp adjacent to the Wasteland. Use Springy Step Shoes to leap to the entrance. When you reach the outside of Grunty Industries, activate the Train Switch.



1 A Crush on You





The Trash Compactor on the first floor will flatten you into a bear cake before you can reach a Jiggy behind bars. Use the Snooze Pack to recharge Honeycombs between squashings.

2 Twinkly Trips





You'll find a pair of Turbo Trainers in the packing department to help you sort different-colored Twinklies. Dump the lights in their color-coded bins to score points.

3 Torch Trial





Fire Grenade Eggs into Weldar's mouth to damage the nearsighted welding torch. After you defeat the metal monster, you'll be able to reach the Jiggy above the giant fan.

Clean Living

Wumba's Washer transformation offers multiple features. You can clean filthy overalls in a jiffy, access elevators and fire underwear at enemies.

Giving Your Pulse





Mumbo's Electromagnetic Pulse spell will fry the wires of offending machinery temporarily, allowing safe passage to new areas of the building.

4 Toxic Targets




Use Grenade Eggs to pick off blue barrels as they pass by on the conveyor belt between toxic green barrels. After you win the Jiggy, reenter the room as a Washer.

5 Grate Expectations




Fungilike Clinkers have shut down Grunty Industries' ventilation system by affixing themselves to wall grates. Move methodically through the cavern to eradicate them.

6 Screwed Up




Use the Bill Drill move to unscrew a plate on the fifth floor, jump through the hole, then Split Up downstairs. Return to the fifth floor as Kazooie to Leg-Spring to the Jiggy.

7 Filthy Bunnies




Six Skivvy workers need a deep soil wash for their dirty overalls. Track them down as a Washer to earn a Jiggy for your collective cleaning.

Wander through Waste

8




After you've shut down the giant fan, you'll find a Jiggy in the Waste Disposal Plant. Use the Shack Pack to reach it.

9 Tiptup Condition




Enter an exterior window so Kazooie can Glide to a platform above the first floor. Battle the Tiptups there for a gold reward.

10 Skipping Sack




Hop across the Containment Pond using the Sack Pack move. Raise the water level with a switch before you make the trip.

SERGEANT JAMJARS


CLAW CLAMBER BOOTS

Claw Clamber Boots will allow you to climb straight up walls wherever you see a trail of yellow claw-prints. The boots will vanish after a few seconds.


SNOOZE PACK

If you value your health, you can count some Zs inside your pack. You'll gradually regain all of your Honeycombs.


LEG SPRING

Finally free of Banjo, Kazooie will be able to spring to great heights without using a Shock Jump Pad. All she has to do is crouch then jump.

GRUNTY INDUSTRIES JINJOS



Return to the Smugglers' cavern area in Jolly Roger's Lagoon to Talon-Torpedo your way into a Grunty Industries pipeline. Use Ice Eggs to stop the fan blades.



A Jinjo is trapped in an alcove high above a narrow pipe and a pool of toxic waste. Split Up on top of the tank in the center of the room then use Kazooie's Leg Spring move.



Blast through a patch on an exterior smokestack using Airborne Egg Aiming then enter the hole you created. You'll land on a platform near a waiting Jinjo.



Split Up, then use Banjo to keep his weight on a switch outside the building. A door will open on the fourth floor, allowing Kazooie to Claw-Clamber to the Jinjo.



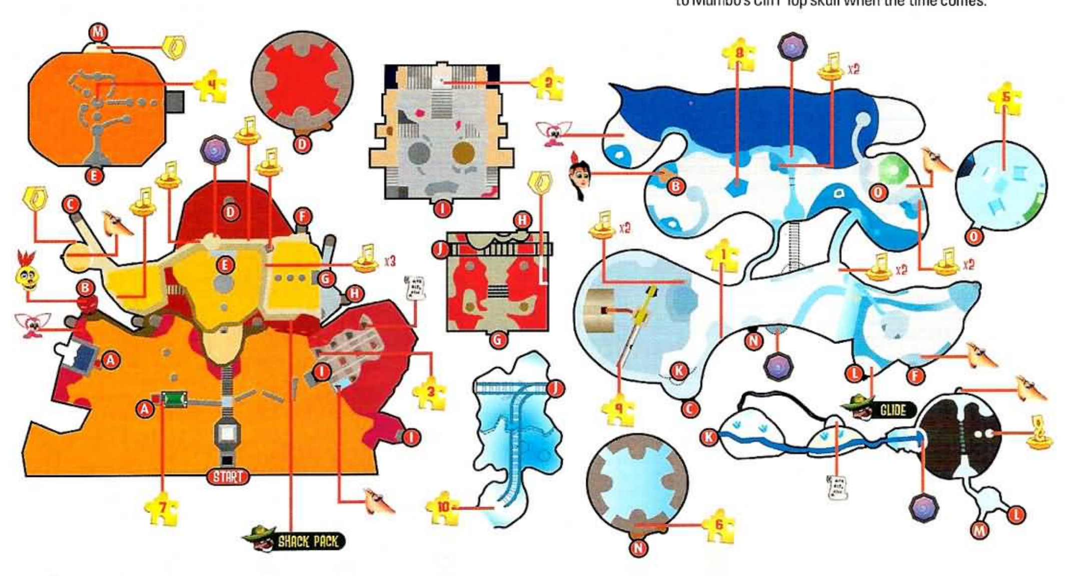
Smash through the windows on top of the building to go inside the fifth floor storage area. Use the Flap Flip Jump to reach a Jinjo standing on top of a box.

HAILFIRE PEAKS

Troubling winds blow hot and cold around the twin mountains of Hailfire Peaks, a schizoid setting that includes a Lava Side and an Ice Side. The heat is on when you enter the world. You'll need to deal with boiling lava and belligerent Fire Imps until you find safe passage to the frozen wasteland, where Bigfoot creatures and hostile icicles await you.




A Banjo and Kazooie Switch on a Cliff Top ledge will activate the stone bridge to the Hailfire Peaks entrance. You'll find a Glowbo on the roof of the entrance structure. Take it to Mumbo's Cliff Top skull when the time comes.



1 Backtracking




Head back to the Stompasaurus tracks in Terrydactyland once you have the Snooze Pack move. Banjo can enter a cave that leads to a Hailfire Peaks Jiggy.

2 Losing to Win



The low score wins in the Colosseum Kickball League, so reverse everything you learned in the Mayan Kickball League. To play, return to Mayahem Temple to become a Stony again.

3 Switch and Swipe




Split Up near the world entrance then send Banjo up the chain in the Colosseum. Keep hitting switches and swapping with Kazooie to free the imprisoned Jiggy in front of the building.

Spherical Miracle




Transform into a Snowball to activate big switches and crush enemies. You can increase your mass by rolling through snow and decrease it by taking damage.

Almost Toast




Only Mumbo's Revive spell can bring two aliens and Sabreman the explorer back from the brink of doom. You'll find his Mumbo Pads on towering platforms.

4 Boiling Bridges




Head Inside the Volcano for a series of switch stomps that raises five bridge segments out of the lava. A Jiggy will appear on a platform after you raise the last bridge.

5 Frozen Couch Potato




Boggy's TV obsession has turned him into a feeble blob, unable even to feed himself. Shack-Pack to the bottom of a boiling pool on the Lava Side to find him a Dindin fish.

6 Icy and Spicy Dragons




Like their respective environments, the dragon brothers are hot and cold. Shoot Ice Eggs at Chili Billi and Fire Eggs at Chilly Willy. Jump to avoid their tongues.

7 Wake Up Spell



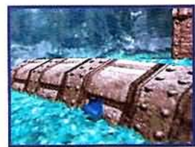

Sabreman has been frozen in a block of ice since 1984. It's a good thing he wore long underwear. Use Mumbo to Revive him, then Taxi-Pack him to his tent.

8 Cosmic Kindercare




Three alien kids are in frozen jeopardy on the Ice Side. Smash the ice over two kids then use Mumbo to revive one of them. Glide to the third child then use Hatch to warm it up.

9 Black Gold Jiggy

You'll need to be a full-sized Snowball to activate the switch on the Oil Machine. Roll around the Lava Side to the switch then Shack-Pack through a crack in the pipeline.

10 Saliva Salvation





The Ice Side is Chuffy's final stop, but it won't be able to leave the Lava Side until you cool its engine. Beak-Barge Gobi's hump to make him spit into the train.

SERGEANT JAMJARS



SHACK PACK

Banjo's backpack not only provides protection against hostile environments, it also allows you to breathe underwater. As an added bonus, the Shack Pack lets you squeeze into small spaces.



GLIDE

Forget Flying Pads. When Kazooie learns the Glide move, she'll be able to soar through the air for long distances. Leap high into the air before you engage the move to make the most of your flights.

HAILFIRE PEAKS JINJOS



The Jinjo near Boggy's Dindin fish in the steaming pond is a nice bonus for braving the boiling soup. Split Up, then use Banjo's Shack Pack to dive to the bottom.



Stomp the Raised Pillars Switch inside the Colosseum to create a path to the Jinjo outside. You'll need to use either the Wonderwing or the Shack Pack to get past the scalding waterfall.



After you listen to her sob story, leap above Mildred Ice Cube then smash her with the Bill Drill move. You'll find a perfectly good Jinjo to rescue among the crystal shards.



After you blast the icicles loose from the ceiling of the Icicle Grotto, you'll be able to use a series of floating steps to cross the chasm. Glide from the top of the steps to reach the Jinjo.



An icy wind will keep all but the heaviest rescuers away from a Jinjo on the Ice Side. Build yourself into a big Snowball then keep attacking in the direction of the Jinjo until you reach it.

CLOUD CUCKOOLAND

Things start getting weird after you ascend into the clouds above Isle o' Hags. Cloud Cuckooland is a floating freak show of giant trash cans, toxic cheese and cannonlike Blastaplants. The plants fire you between the numbers shown on the map.




An oddly hued crack in the Wasteland canyon wall leads to Cloud Cuckooland's bubble elevator. Jump inside for a far-out trip to wacky weirdness.

1 Gunning for Gold




The Pot o' Gold at the end of the rainbow is chock-full of Jiggy targets. Fire four types of eggs into the central podium to make Rapid-Fire Eggs appear then fire in a circular motion.

2 Sanitation Motivation




Guffo the bean can will face eviction from its trash bin if it doesn't get rid of an infestation of multicolored germs. Kazooie's Wing Whack move will supply some slapdash sanitation.

3 Sham Shaman



One of the two Mumbo Skulls in Cloud Cuckooland houses a cybernetic imposter. Evade Mingy Jongo's heat-seeking blasts then hit the rotten robot with any attack.

Tiny Wings of Victory




The buzz around town is Humba can turn you into a Bee for the price of one Glowbo. You'll have unlimited flying privileges and a deadly Stinger attack.

Moisture Magic



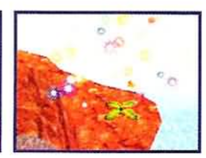

Mumbo's Rain Dance spell brings on a dramatic downpour that makes plants grow and rainbows rise. If you've planted both beans, you'll need to dance only once.

4 Beat the Bird




Canary Mary is thriving in her new home. She's a lot tougher to defeat than she was back in Glitter Gulch Mine. Hop in the Clockwork Mouse then quickly tap the A Button.

5 Eye Extermination

Gruntilda's prized patch of Eyeballus Jiggium Plants will have you in their sights when you take to the air. Splatter them with the Bee's Stingers to win their Jiggy.

6 Wasp Wasting



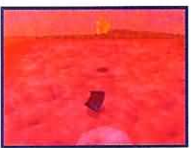

Hit the wasp target on top of the mountain to enter Zubba's Nest—the place to Bee if you're a flying insect. Shoot the colored wasps inside to win a Jiggy.

7 Deluxe Combination




The Super Stash Deluxe is a good safe with a bad defect: It can't remember its own combination. Use Clockwork Kazooie Eggs to activate its combination switches.

8 In the Belly of the Jelly

It's easy to get inside the Jelly Castle—use the Shack Pack—but it's tricky getting to its entrance. Climb a vine near the blue Mumbo Skull to reach the correct Blastaplant.

9 Cheese Chores




A solo Banjo will need to climb a bean stalk to reach the Blastaplant that propels him to the Cheese Wedge. Ride the Tendrils in your Sack Pack to reach the Jiggy.

10 Need a Jiggy? Triathelete!




Mr. Fit will be waiting where you debark from the bubble elevator. Springy-Step over the High Jump, Sack-Pack through the Sack Race, then sprint to the finish in Turbo Trainers.

SERGEANT JAMJARS



SACK PACK

Jamjars will be rid of you—and vice-versa—after he teaches you the Sack Pack. Your miraculous backpack allows you to hop across any surface, including liquids.

CLOUD CUCKOOLAND JINJOS



You'll probably hear the Jinjo calling for help in Guffo's trash can while you're dealing with the germs. After you win the Jiggy, you can either Glide across the room to it or jump off the nearby bottle.



A Shock Jump Pad below the Jinjo in the Central Cavern is the easiest way to reach the helpless creature. You also can leap from a high point in the cavern then Glide to the Jinjo.



You won't know which Mumbo Skull contains the real Mumbo or the evil Mingy Jongo, but you can be sure that Mingy's skull replica contains a Jinjo. The real Mumbo Skull contains a Minjo.



Humba Wumba has a secret visitor in the smoky environs of her wigwam. Transform into a Bee then buzz up to the rafters—or climb up as Banjo and Kazooie—to free the Jinjo.



Take a second to free the Jinjo inside the Cheese Wedge before you venture down the hall to pick up a Jiggy. The creature will be waiting for you on a ledge at the end of your Tendril journey.

FLOATUS FLOATIUM FACTS



The odd-looking eggs in Cloud Cuckooland can be hatched into rare Floatus Floatium creatures. If you put them in Banjo's Taxi Pack, you'll be able to float through the air for short distances.

MULTIPLAYER



Multiplayer Mode offers a variety of challenges, and the Breegull Blaster arenas are sure to be among the most popular offerings. Using a modified GoldenEye interface, the mode lets you egg on up to three opponents.

TARGITZAN'S TEMPLE

The temple is a huge battleground with many excellent perches for sniping. The balcony above the Sacred Chambers is among the better ambush spots.





ORDNANCE STORAGE

The ramps and dead ends in Ordnance Storage are perfect for a run-and-gun approach to Breegull Blasting. Stay close to walls to make yourself less of a target.



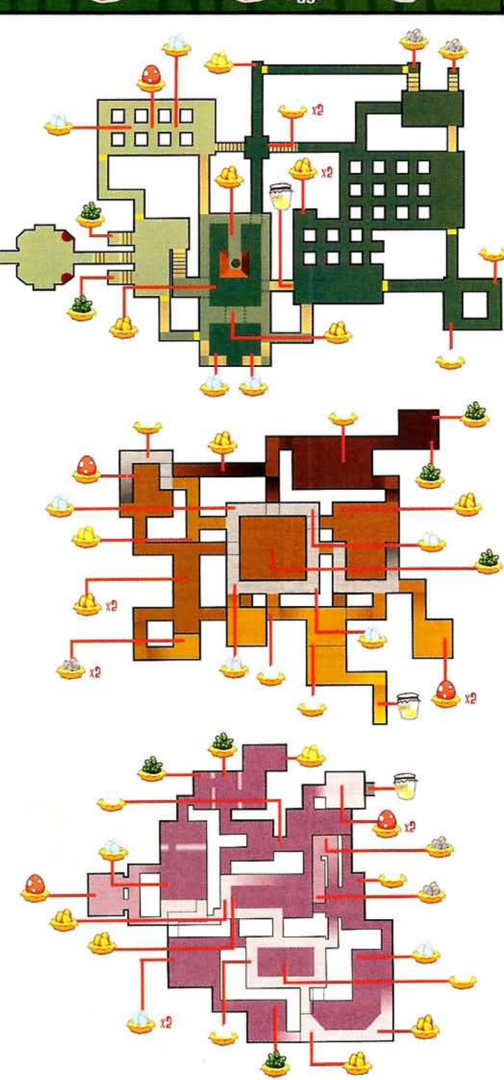


CLINKERS' CAVERN

The tunnels and turns in Clinkers' Cavern add up to ample opportunities for sneak attacks. Position yourself on the far sides of blind corners to blast unsuspecting opponents.







WITCH WORRIES

You have one more trip to make before Grunty is out of your fur for the time being. Cauldron Keep is next door to Grunty Industries in the Quagmire. Stay alert throughout your adventures, because you have to take a test at the end of the game. If you pass that challenge, you'll face the toughest foe of all: Grunty herself. She's packing more than a broom this time around.

STUFF IT! SLAM IT! DUNK IT! JAM IT!

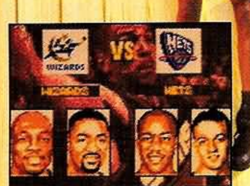
NBA JAM 2001



All-new special moves: alley-oops, sky-hooks, reverse lay-ups!



New Fun Mode: player hot-spots, hangtime, on fire, half-court superdunks!



2-on-2 arcade action, rim-rocking dunks, all 29 NBA teams and over 140 superstars!



Amazing signature moves: Jason Kidd's crossover dribble, Pippen's low post bank shot!



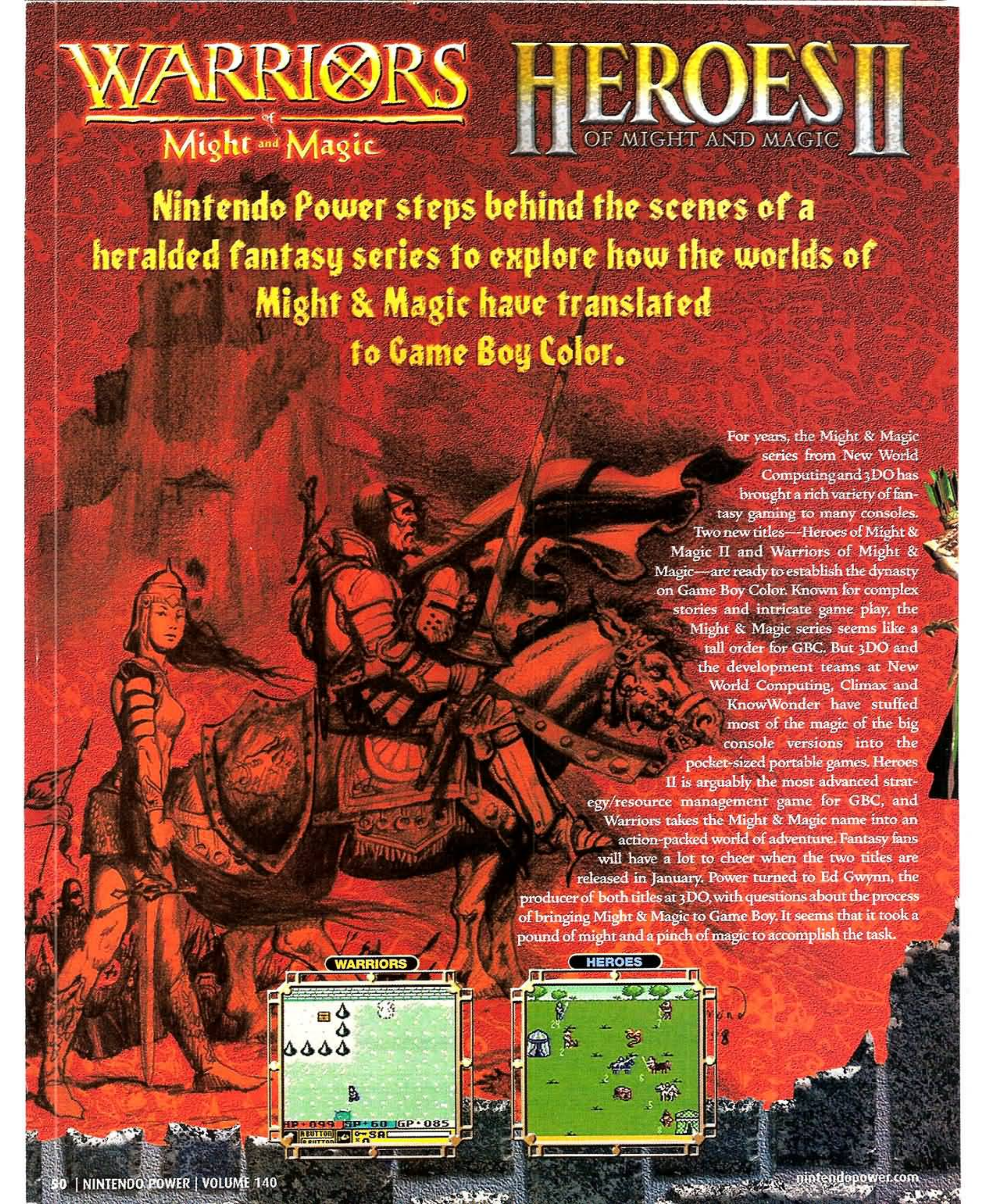








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Warriors of Might and Magic / Heroes II of Might and Magic

Nintendo Power steps behind the scenes of a heralded fantasy series to explore how the worlds of Might & Magic have translated to Game Boy Color.

For years, the Might & Magic series from New World Computing and 3DO has brought a rich variety of fantasy gaming to many consoles. Two new titles—Heroes of Might & Magic II and Warriors of Might & Magic—are ready to establish the dynasty on Game Boy Color. Known for complex stories and intricate game play, the Might & Magic series seems like a tall order for GBC. But 3DO and the development teams at New World Computing, Climax and KnowWonder have stuffed most of the magic of the big console versions into the pocket-sized portable games. Heroes II is arguably the most advanced strategy/resource management game for GBC, and Warriors takes the Might & Magic name into an action-packed world of adventure. Fantasy fans will have a lot to cheer when the two titles are released in January. Power turned to Ed Gwynn, the producer of both titles at 3DO, with questions about the process of bringing Might & Magic to Game Boy. It seems that it took a pound of might and a pinch of magic to accomplish the task.



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KOOL STOP
ATI
FLICK TATX

classified information

YOUR SECRET HEADQUARTERS FOR THE COOLEST CODES, TRICKS, CHEATS AND PASSWORDS

Hey there all you crafty joystick jockeys! It's a new year, and that means change is in the air. Classified Information has always been your number one source for codes, and 2001 represents a new era for us. In addition to our usual assortment of tricks, you can now find passwords, game quirks, and the how-to for unlocking in-game cheats—as well as our new friend, the Code Cop. He'll reveal codes that aren't, or warn you about cheats that might damage your game. Read on for more!



PERFECT COMBAT

JusticeSims everywhere, take note: The following cheat is lower than a snake's belly in a wheel rut. Now that we've warned you, how would you like the ability to breeze through every challenge in the Combat Simulator without breaking a sweat? We know, we know, it sounds like a crazy pipe dream, right? Well, read on. All you need to make the cheat work are two Controllers, a memory slot to save your game and a low sense of fair play. Go to Advanced Setup with the first Controller and build a scenario with nothing but MeatSims. Save it, then go to the Load Settings screen—but don't load anything. Have player two select the challenge you're having trouble with and press Start until it says "ready and waiting." Then use Controller one to load the scenario you just built—you'll be good to go! It will work with all challenges, but you'll need to match the combat setting depending on the challenge, such as Hold the Briefcase or King of the Hill. You can use the method to alter numerous challenge parameters, or even reduce a challenge's time limit to a minute! Hey, don't blame us. We told you it was low!



Joanna Dark is very ashamed of you.

PERFECT AIM

If you manage to earn all gold medals at the Carrington Institute firing range, Dr. C will grant you access to the guns from Golden Eye 007—the ones in the unbreakable glass cases on the firing range wall. We'll admit, however, that scoring all golds can be downright difficult, so make your life easier with an extra gun. In the firing range, select the Laptop Gun and press Start. Quickly use its secondary feature, the Sentry Gun, then abort the mission as it begins to deploy. Quickly press Start again, select a different gun and begin a new challenge. If you do it correctly, the Sentry Gun will still deploy! It doesn't work as well with some of the weapons, but it's very useful where speed, and not aim, is a paramount consideration.


Extra guns are always welcome at the Carrington Institute.

PERFECT AMMO

Our secret agents have discovered one of Perfect Dark's rather bizarre secrets. Make for the bottom of the stairs in the first level and crawl underneath the staircase. You'll discover a tiny box of pistol ammunition!



WHAT'S THIS?

Even stranger than the tiny box of ammo is a grill in the ceiling of the Warehouse level of multiplayer. Head for the top floor, crawl inside the wall and look for a hole in the floor. If you look up, you'll see a grate with a question mark. What does it mean? Why is it there? We don't know, but if you discover a use for the mysterious grating, let us know!



For more top secrets, infiltrate Nintendo's



CLIMB MT. RUSHMORE

We told you last month that there were more Rush 2049 codes out there, and we at Classified Information never break our word! You'll need speedy fingers, patience and some time to practice to get the latest complex codes to function, but the results are spectacular. All the cars, an open paint shop, nuclear fog in pretty colors—what more could a Rush fan want? You must open the cheat menu before any codes will work, so we've reprinted that code below. Note that the code to open the cheat menu is entered while highlighting Options at the main menu, the others by highlighting that option in the cheat menu and quickly inputting the code.

I LUV CHEATS

Nothing quite says Rush like a souped-up car with a rocket engine, a whole boatload of brand-new cheats and some funky-colored fog. If this is what the year 2049 has in store, then it's cryogenic freezers for us!





CHEAT	CODE
OPEN THE CHEAT MENU	HOLD L + R + ▲ + ▶, THEN TAP Z
HEAVY CAR (MASS)	HOLD R + ▼, THEN L + ▲, THEN R + ◀, AND FINALLY L + ▶
SUPER TIRES	PRESS Z, Z, Z, L, R, ▲, ▲, ◀, ▶, ▼

CLEAR AS A BELL

For a nifty code that turns the track invisible, quickly press right C twice, then hold L, R and left C. Release and press left C twice, then hold L, R and right C. Hey, is this the carpool lane?



COLOR ME HAPPY

To open up the Battle Paint Shop, quickly press Z, Z, Z, bottom C, bottom C, bottom C, left C, left C, left C, right C, top C, left C and bottom C. You'll be able to change your car's color while in Battle Mode.



GOTTA DRIVE 'EM ALL

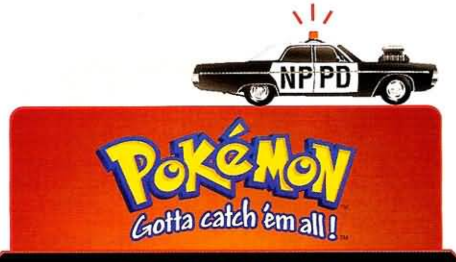
To open up all the cars in the game, quickly press left C, left C, left C, top C, top C, top C, right C, right C, right C, bottom C, bottom C and bottom C, then hold L, R, top C, left C, bottom C and right C and tap the Z Button.



FOG HOGS

Multicolored fog has always been a staple of Rush games, and Rush 2049 doesn't disappoint. Hold top C and right C and press L. Release and then hold bottom C and left C and press R. Release and then press right C, left C, right C then left C.





CODE COP

STOP THAT CODE!

Code Cop to Dispatch, we've got a possible 1090 in the Classified Section of Nintendo Power. Repeat, a possible 1090—that's a bad code, good buddy. Seems a young male by the name of Trey Morton from Virginia Beach was informed by a friend that he could snag a Lugia in Pokémon Red or Blue by simply standing in the place where you catch Mewtwo. We've checked out the rumor and are reporting that it is untrue. My partner and I stood around until our shifts had ended and the donut shop closed, but there was nary a Lugia in sight—so don't waste your time, readers. Code Cop, over and out.

NO, THIS DOESN'T WORK
I'm waiting. I'm still waiting. Where is that Lugia, anyway?



SWEET MUSIC MAN

We just can't get enough of those rockin' Ogre Battle tunes. If you're like us, then you'll love the following codes. Name your character MUSIC_ON to enter a music test screen, or DEL_DATA to get rid of older saved games. Remember to make it all caps, and don't forget the underscore—that's the little dash in between words.

TUNE IN TOMORROW

You'll have to reset the game when you're finished with the music test, which isn't a bad thing. Ogres would probably laugh themselves silly if they had to fight for a leader named Music On.





CLUBBIN'

Link doesn't often grace the pages of Classified Info, but we're always happy when he pays us a visit. This nifty trick gives you an unbreakable Deku Stick more powerful than the Kokiri Sword. To make it work, equip a Deku Stick and leap off a cliff. On your way down, swing the stick against an adjacent cliff wall so it breaks. The remaining piece will then become a handy club, which you can use over and over! Experiment with it for a bit, then go give a White Wolfos what for!



CARRY A BIG STICK

Take care with your newfound club. If you switch items, leave an area or dive in the water, it will disappear—and you'll have to leap off a cliff all over again.



QUAKE II™

QUAKING IN FEAR

So, you think you know all there is to know about Quake II? Do you consider yourself a master of all things slimy and unpleasant? Well, we've tracked down a secret level, and it's a doozy. We're talking you, a single blaster, one lone rocket launcher, five Gladiators and a cool 1:40 to take them all out. If it sounds tough, it is. To access the chamber of horrors, go to the password screen and type in the following: FBBC VBBB FBBC VBF7. This will load the level at the easy setting, and believe us, it's not that easy. If you know a code for the medium or hard setting, send it in! We'd love to check it out.



Good luck, friend. We'll clean up the mess when you're done.

 Your secret's safe with us. Send your codes

ICON KEY: C BUTTONS ▲ ▼ ◀ ▶ CONTROL PAD → ← ↓ ↑



TRY THIS WACKY SENT BY READER CHEAT SHEET



The World Is Not Enough 007

THE CHEATS ARE NOT ENOUGH

Another change we'll be making as part of the Classified Info makeover is informing readers about how to unlock cheats that are built into the game. It's not necessary for a game like Perfect Dark, because PD tells you how to achieve it's cheats. But with EA's new Bond shooter, The World Is Not Enough, those cheats have been a mystery. Well, worry no longer. Just refer to the chart below to find out how to unlock multiplayer characters, levels and scenarios. Very nice, Mr. Bond. Now stop zapping me with that watch!



Cool Classic skins include 006 and Mayday.

CHEAT	HOW TO GET IT
CONTEMPORARY SKINS	FINISH THE GAME ON AGENT SETTING
COVERT SKINS	FINISH CITY OF WALKWAYS 1 IN 3:45 OR LESS ON SECRET AGENT
CASTLE LEVEL	FINISH UNDERGROUND UPRISING IN 2:15 OR LESS ON AGENT
TEAM KING OF THE HILL MODE	FINISH KING'S RANSOM IN 2:20 OR LESS ON AGENT
BUSINESS SUIT SKINS	FINISH COURIER IN 3:05 OR LESS ON SECRET AGENT
SOLDIER SKINS	FINISH MIDNIGHT DEPARTURE IN 3:05 OR LESS ON AGENT

CHEAT	HOW TO GET IT
AIR RAID LEVEL	FINISH MASQUERADE IN 3:05 OR LESS ON AGENT
CIVILIAN SKINS	FINISH CITY OF WALKWAYS 1 IN 3:35 OR LESS ON AGENT
CLASSIC SKINS	FINISH GAME ON SECRET AGENT
SECURITY SKINS	FINISH KING'S RANSOM IN 3:45 OR LESS ON SECRET AGENT
SCIENTIST SKINS	FINISH MASQUERADE IN 4:20 OR LESS ON 00 AGENT
CAPTURE THE BRIEFCASE MODE	FINISH TURNCOAT IN 3:20 ON SECRET AGENT
SKY RAIL LEVEL	COMPLETE COLD RECEPTION IN 3:15 OR LESS ON SECRET AGENT
GOLDEN GUN MODE	FINISH THE GAME ON 00 AGENT
WILDFIRE MODE	COMPLETE CITY OF WALKWAYS 2 IN 3:00 OR LESS ON AGENT

SEND CODES TO:
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to classified@nintendo.com or to the address above.

THE LEGEND OF ZELDA®

MAJORA'S MASK™

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EVERYONE E CONTENT RATED BY ESRB

HAPPY MASK HUNTING

Even if you've saved the world from the falling moon, the townspeople in The Legend of Zelda: Majora's Mask may still be leading troubled lives. Only after you've solved all of their personal problems will you earn all 20 collectible Happy Masks. With a full collection, you can earn the fourth and final transformation mask, and with this month's guide to disguises, you'll unmask its mystery.

GREAT FAIRY MASK



WHO: The Great Fairy

WHERE: North Clock Town

The first time you return Clock Town's Stray Fairy to the Fairy Fountain, the Great Fairy will grant you Magic Power. If you repeat the good deed when you have the Deku Mask, the supreme sprite will reward you with the Great Fairy Mask.



During the day, Clock Town's Stray Fairy will be at the Laundry Pool. After sundown, the missing pixie will spend the night hovering in East Clock Town.



Once you've located the Stray Fairy and have it in your care, return to the cave in North Clock Town to receive the Great Fairy Mask as your reward.



Wear the Great Fairy Mask in dungeons to attract Stray Fairies. If they're not trapped, the fairies will fly to you when you're disguised as one of them.

BREMEN MASK



WHO: Guru-Guru

WHERE: Laundry Pool in Clock Town

ACTION: Press B to march

Only three of the 20 Happy Masks will give you special abilities that you can access with the B Button. The Bremen Mask is the first one that you can add to your collection. To find it, head to the Laundry Pool when night falls on Clock Town.



Organ-grinder Guru-Guru spends his nights cranking out tunes at the Laundry Pool on Days 1 and 2. Lend an ear to hear his music and his story about his mask.



As long as you're not in Deku Scrub form, Guru-Guru will fess up to stealing his former boss's mask and give it to you to relieve his conscience.



Originally owned by a dog that led circus animals, the mask will give you its power to influence small creatures. Press B to lead them in a march.

BUNNY HOOD



WHO: Grog

WHERE: Cucco Shack at Romani Ranch

On Day 3, the boulder that blocks the road to Romani Ranch will be dust (you can turn it to rubble yourself if you're a Goron certified in powder keg usage). Hop down the trail to reach the Cucco Shack where the Bunny Hood's owner lives.

When you have the Bremen Mask, visit Grog at the Cucco Shack. If you can turn his cucco chicks into full-grown cuccos, he'll give you his Bunny Hood.



Parade around in the Bremen Mask so the chicks follow you. As you lead them around, Grog's fine, feathered friends will mature into cuccos.



When you're hopped up on Bunny Hood power, you'll have the speed of a jackrabbit. Wear the floppy ears in battle for extra agility.

KAMARO'S MASK



WHO: Kamaro

WHERE: North Termina Field

ACTION: Press B to dance

Gorman's troupe of performers is in town for the Carnival of Time, and the Rosa Sisters are the group's dancers. They're struggling to choreograph their performance, and Kamaro's Mask will help them get into the groove.



On any evening between midnight and 6:00 a.m., jump to Termina Field's mushroom-shaped rock to meet Kamaro, the spirited ghost dancer.



If you play the Song of Healing, the troubled spirit will give you his mask and he'll be able to rest in peace knowing that you possess his moves.



The Rosa Sisters rehearse in West Clock Town on Days 1 and 2 between 6:00 p.m. and 6:00 a.m. Use Kamaro's Mask to teach them a new routine.

BLAST MASK



WHO: Old lady from the Bomb Shop

WHERE: North Clock Town, Day 1

ACTION: Press B to detonate

At half past midnight on Day 1, Sakon will attempt to mug the old lady from the Bomb Shop as she crosses through North Clock Town. Stop the thief by hitting him with your sword. If you fend him off, you'll receive the Blast Mask.



If you manage to botch Sakon's robbery attempt at 12:30 a.m., the old lady from the Bomb Shop will reward your heroism with the explosive Blast Mask.



Even if you don't have a supply of bombs handy, you can use the Blast Mask to blow things up. The trade-off is that your blast will harm you slightly.



If a bomb can blow it up, so can the Blast Mask. Stand next to your target (such as a boulder blocking a grotto entrance), then tap B to make it go boom.

DON GERO'S MASK



WHO: Hungry Goron

WHERE: Mountain Village

When you don Don Gero's Mask, the five frogs in the game (check Woodfall Temple, Great Bay Temple, the Mountain Village pond, the Laundry Pool and the river to Deku Palace) will speak to you and gather into a croaking choir.



The starving Goron stranded atop the ledge in the Mountain Village will give you Don Gero's Mask if you satisfy his hunger with some rock sirloin.



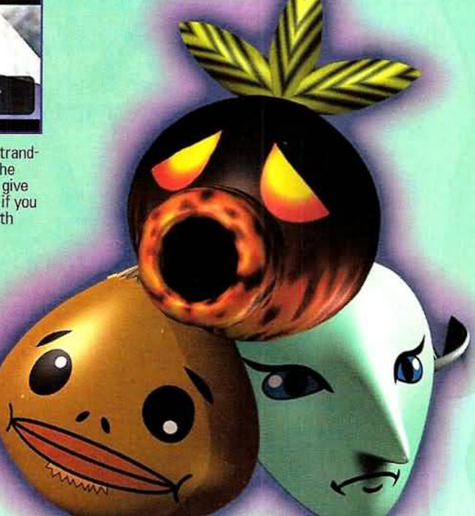
To find the sirloin, play the lullaby to the Goron baby. Once he's asleep, the torches in his room will be ablaze. Use the flame to light the torches in the shrine.



Once you've lit all 11 of the shrine's braziers, the chandelier will begin to spin. As Darmani, roll into the chandelier until you break the pot containing the sirloin.



When spring has thawed out the Mountain Village pond, you'll be able to gather all of the frogs there by showing them Don Gero's Mask.



Mask of Truth



WHO: Cursed Skulltula Man

WHERE: Swamp Spider House

The all-seeing eye of the Mask of Truth will give you the power to communicate with Gossip Stones and animals. To earn the mask, head to the Swamp Spider House and go on a bug raid to free its owner from his eight-legged fate.



The Swamp Spider House's owner has been turned into a spider. By exterminating all 30 of the Skulltulas that infest his house, you'll lift the curse and win his mask.



Both the Mask of Truth and Gossip Stones bear a single eye. If you wear the cyclopean mask, you'll be able to receive clues from the one-eyed rocks.

The Mask of Truth will also allow you to read dogs' minds. By using your canine communication skills at Mamamu Yan's track, you can pick a winner.

Mask of Scents



WHO: Deku Butler

WHERE: Deku Cave

After you've rescued the Deku Princess, her grateful butler will offer you a reward in the Deku Cave outside the west wall of the Deku Palace entrance. Inside, you'll race for the Mask of Scents, a guise that lets you "see" what you smell.



Once you've returned the Deku Princess to the Royal Chamber, her butler will offer you a reward. Visit him in the Deku Cave to claim your prize.



Always up for a challenge, the butler will race you for the Mask of Scents. If you can keep up with him and reach the finish, the mask will be yours.



From behind the snout of the pig-faced mask, you'll be able to sniff out mushrooms. If you bring them to Kotake, she'll brew you up a magical healing potion.

Romani's Mask



WHO: Cremia

WHERE: Termina Field, Day 2

If you managed to save Romani Ranch from the alien raid at 2:30 a.m. on Day 1, you'll be able to hitch a ride with Cremia at 6:00 p.m. on Day 2. Stop the bandits that try to rob Cremia's coach to earn Romani's Mask from her.



Bandits will try to ambush you when Cremia drives her milk delivery into town. (If you wear the Circus Leader's Mask, the bandits will follow but not attack.)



During your bumpy ride into town, you must keep the pursuing bandits at bay by firing arrows at them. You'll have an unlimited supply of ammo, so fire at will.

If you can save most of Cremia's milk cargo from the bandits, she'll give you Romani's Mask. Wear it to gain entrance into Clock Town's exclusive Milk Bar.

Garo's Mask



WHO: The Gorman Brothers

WHERE: Gorman Racetrack

Jealous of Cremia's thriving milk business, the Gorman Brothers disguise themselves as Garo ninja and raid her shipments. On any day before 6:00 p.m., you can race them at their track on Milk Road to win one of their ninja masks.



Talk to the Gorman Brothers while mounted on Epona. The sniveling siblings will challenge you to a race and reward you with the Garo's Mask if you win.



Ikana is haunted by ninja spirits called Garos. Only when you're cloaked in the Garo's Mask will the red-eyed guardian let you into their territory to the east.



The Garo spirits in Ikana will materialize if you're wearing their mask. If you can defeat them in a duel, they'll give you a hint related to your travels.

Circus Leader's Mask



WHO: Gorman

WHERE: Milk Bar

Unlike his two brothers, Gorman is trying to run a legitimate business. Leading a circus troupe isn't an easy racket, and Gorman has become quite sad. His mask is suitably teary-eyed, and it'll even soften the hearts of his scheming siblings.



Wear Romani's Mask to enter the Milk Bar on Day 1 or 2 after 10:00 p.m. Toto and Gorman hang out there, and both will help you earn the Circus Leader's Mask.



Gorman is fond of the song "Ballad of the Windfish." If you follow Toto's instructions, you'll play the tune. When Gorman overhears it, he'll give you his mask.



STONE MASK



WHO: Shiro

WHERE: Road to Ikana

Use the Lens of Truth to spot overlooked and ignored Shiro. If you heal him with Red or Blue Potion, Shiro will give you the Stone Mask. In the getup, you'll go as unnoticed as Shiro since the mask cloaks you in camouflage.

Focus the Lens of Truth on the circle of stones at the junction between the Ikana Graveyard and Ikana Canyon. The unseen soldier, Shiro, sits inside it.



Many creatures won't notice you when you're wearing the Stone Mask. Use it to evade persistent enemies like the Real Bombchu.



Characters like Sakon the thief and Great Bay's pirates will be oblivious of you when you're wearing the mask. Don it to sneak past them.

CAPTAIN'S HAT





WHO: Captain Keeta

WHERE: Ikana Graveyard

To win Captain Keeta's hat, rattle the giant skeleton's bones by playing the Sonata of Awakening to him at his resting spot in the Ikana Graveyard. As he flees, defeat his guards to extinguish the walls of flame so you can keep up with him.



After waking up Keeta with the Sonata of Awakening, stay close on his heels and battle his soldiers. Defeat Keeta to reach the chest that contains his hat.



The Stalchildren will think you're their commander when you're wearing the Captain's Hat. If you talk to the ones in the graveyard, they'll dig up a grave.



While masquerading as Captain Keeta in the Oceanside Spider House, talk to the Stalchildren to learn how to enter the building's fireplace.

GIBDO'S MASK



WHO: Pamela's father

WHERE: Ikana Canyon's Music Box House

The father of Pamela—the little girl who lives in the Music Box House—was mutated into a mummy by the Gibdos. To reverse the effects of his mummification and turn his bandaged face into a mask, play the Song of Healing to him.



Place a bomb at the doorstep of the Music Box House, then hide when Pamela exits. Slip into her house, then play the Song of Healing to her father.



Lurking beneath Ikana's well are bandaged baddies called Gibdos. Unless you're wearing the Gibdo's Mask, their frightening faces will freeze you in your tracks.



Most of Ikana's monsters won't attack you if you look like them. Some—like the castle's ReDead—will even dance if you're wrapped up like a Gibdo.

KAFEI'S MASK



WHO: Madame Aroma

WHERE: Drawing Room in the Mayor's Residence

Kafei, the son of Mayor Dotour and Madame Aroma, has vanished days before his wedding to Anju, the innkeeper at the Stock Pot Inn. To inquire about his whereabouts, wear Kafei's Mask while interrogating the townspeople.



On Day 1 or 2 between 10:00 a.m. and 8:00 p.m., visit Madame Aroma in the room to the right of the reception desk in the Mayor's Residence.



As long as you're not wearing the Deku Mask, Madame Aroma will give you the mask that resembles her missing, purple-haired son, Kafei.



ALL-NIGHT MASK



WHO: Man from the Curiosity Shop

WHERE: Curiosity Shop, Day 3

The All-Night Mask will prevent you from sleeping through the Stock Pot Inn grandmother's long-winded stories. If you can stay awake, she'll reward you with two Pieces of Heart, making the mask well worth its 500-Rupee price tag.



If you've stopped Sakon from robbing the Bomb Shop lady on Day 1, the All-Night Mask will be on sale at the Curiosity Shop on Day 3. It'll cost 500 Rupees.



To buy the mask, you'll need the Giant Wallet. Save 200 Rupees in the bank and complete the Oceanside Spider House on Day 1 to earn the wallet.

Giant's Mask



WHO: Eyegore
WHERE: Stone Tower Temple (Upside-down)

The Giant's Mask is your secret weapon against TwinMold, the pair of gargantuan serpents in the Stone Tower Temple. The mask works only in TwinMold's arena and requires magic, so don the disguise sparingly during your showdown.



An Eyegore guards the boss arena in the Stone Tower Temple. Lure the Eyegore toward you so it pounds its fists, then shoot its yellow eye to defeat it.



A treasure chest will appear when you've defeated the Eyegore. Open it to unload the mask that will help you defeat the temple's boss.



The Stone Tower Temple's resident evil-doer is the oversized TwinMold. Supersize yourself with the Giant's Mask for a fighting chance.

Endless Love





Uniting Kafei and Anju is the most elaborate good deed you must do for the townspeople. The convoluted sequence spans all three days, and you must perform all of the tasks without traveling back in time. If you pull it off, you'll nab three masks during the long, but rewarding, process.

Keaton Mask



WHO: Man from Curiosity the Shop
WHERE: Curiosity Shop's Back Room, Day 3

Postman's Hat

WHO: Postman
WHERE: Outside the Milk Bar, Day 3

Couple's Mask



WHO: Anju & Kafei
WHERE: Stock Pot Inn Employees' Room, Day 3

DAY 1

Wear Kafei's Mask and talk to Anju at the Stock Pot Inn between 2:18 p.m. and 9:10 p.m. Rendezvous with her that evening to receive her letter to Kafei. Drop it in a mailbox so the postman picks it up during his next run.

DAY 2



By 3:40 p.m., the postman will have delivered the letter to Kafei. Visit the missing boy in the Curiosity Shop back room by entering the door at the Laundry Pool between 4:15 p.m. and 10:00 p.m.

DAY 2



Inside the Curiosity Shop back room, Kafei will explain his plight and give you the Pendant of Memories. The keepsake is a symbol of his undying love for Anju, so return to the Stock Pot Inn to deliver it to her.

DAY 3



Between 1:00 p.m. and 10:00 p.m., talk to the Curiosity Shop owner in his back room to receive the Keaton Mask and a letter. Deliver the letter to the postman in his office, then talk to him after he's delivered it.

DAY 3



Between 6:00 p.m. and 7:00 p.m., Sakon will enter his Ikana hideout. Hide with Kafei behind the rocks when Sakon enters, then sneak in. Help Kafei reclaim his Sun's Mask, then visit the Stock Pot Inn.

Fierce Deity's Mask



WHO: Majora child
WHERE: The Moon
ACTION: Press B to fire

Only after you've collected all 20 Happy Masks will you be able to earn the fourth and final transformation mask. To add it to your collection, surrender all 20 Happy Masks to the children prancing around the tree on the Moon, then talk to the lone child who's wearing Majora's Mask.



Each of the four kids who circle the tree will let you enter and exit his personal dungeon in return for masks. When you've finished exploring all four Moon Dungeons, you'll have no Happy Masks left.



When you've given up all 20 Happy Masks (you'll get them back when you play the Song of Time), the four prancing kids will disappear. Once they're gone, talk to the Majora child to receive the Fierce Deity's mask.



The Fierce Deity's Mask transforms you into a dark and mighty warrior, and you can wear the guise only during boss battles. Press B to unleash your new, magical attack that fires beams from your sword.

Pay It Forward

The 20 Happy Masks are related to Clock Town's citizens. By doing good deeds for them, you'll win their masks. For every mask you earn, you'll unlock one cinema scene in the finale that'll reveal exactly how you've positively affected and touched the townspeople's lives.

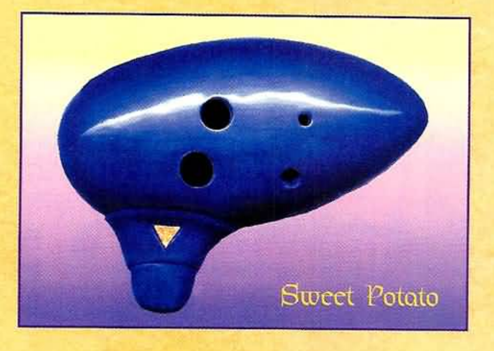
You Found the Ocarina!

"This is a GREAT ocarina! It is worth it. I got it 8 days ago and can play lots of songs! I went to an art show and they had a ton of ocarinas. Your's is made better and the tone is better."

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Will Pratt



"I got my ocarina and it looks even better than it did in the picture. It sounds perfect, it looks perfect, it just is perfect! And it is so easy to play!..."

Justin Dinuba

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Thou Shall Find the Ocarina:



Pendant Ocarina

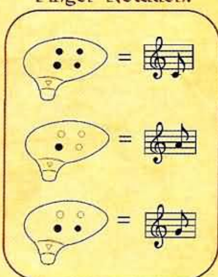
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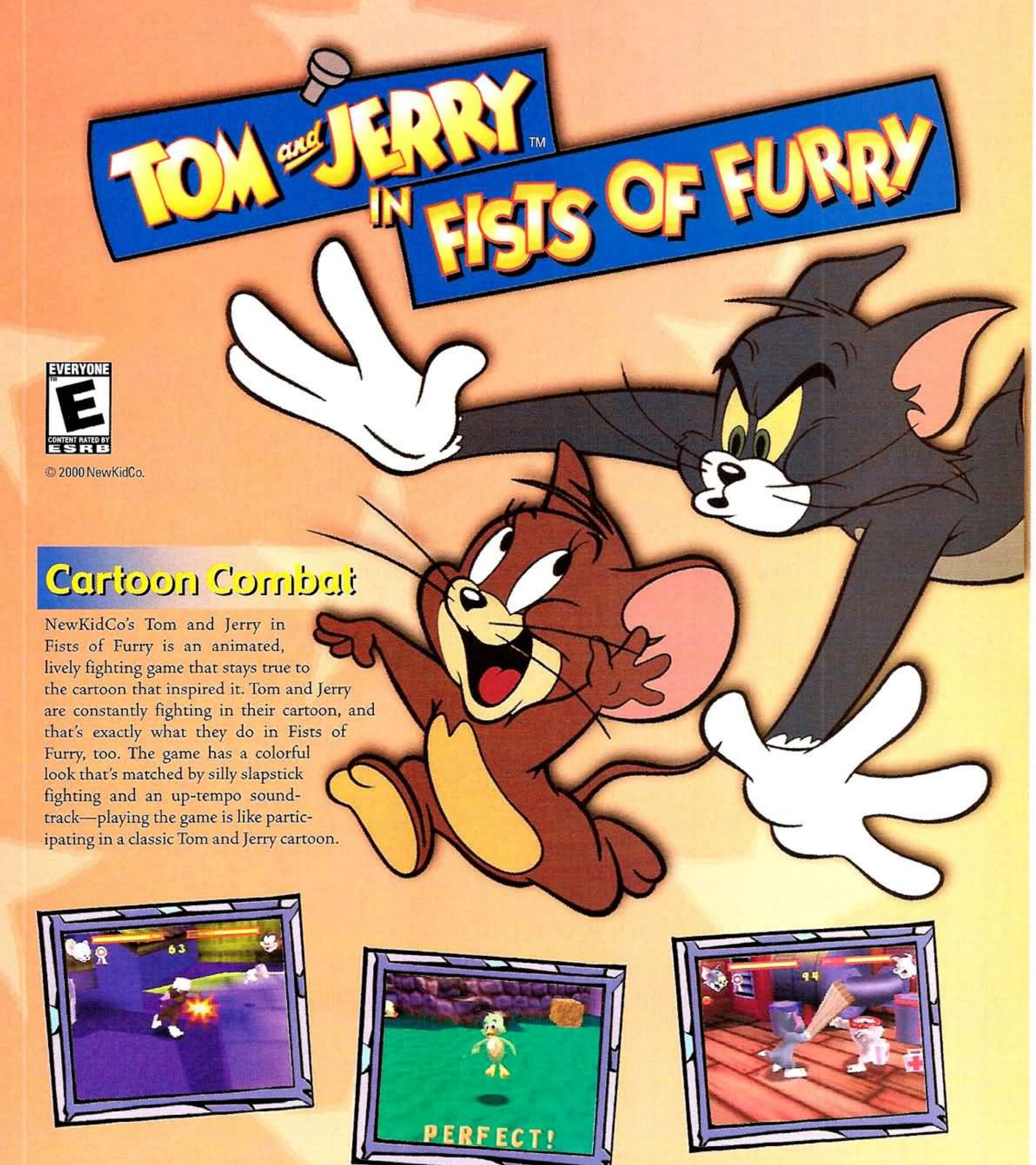


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The cat's not away, but the mice will still play in NewKidCo's funny animal fighting farce for the N64.

Tom and Jerry™ in Fists of Furry



© 2000 NewKidCo.

Cartoon Combat

NewKidCo's Tom and Jerry in Fists of Furry is an animated, lively fighting game that stays true to the cartoon that inspired it. Tom and Jerry are constantly fighting in their cartoon, and that's exactly what they do in Fists of Furry, too. The game has a colorful look that's matched by silly slapstick fighting and an up-tempo soundtrack—playing the game is like participating in a classic Tom and Jerry cartoon.

Punch In

Tom and Jerry in Fists of Furry is a fast-paced, fur-flying, 3-D fighting game where throwing objects and exploiting power-ups will get you much farther than simply throwing punches. You have to master some basic skills if you want to beat the bosses to unlock characters and modes.

Power-Ups



Occasionally, a golden question mark will fall from the sky, accompanied by a sound effect. Its temporary power-up may be invincibility, invisibility, an attack boost or a green gas cloud that slowly drains your life meter.

Green Gas Attack



The green gas cloud slowly hurts you—run close to your opponent or hit him to transfer the deleterious effects, then run away as quickly as possible. If your opponent has the gas, he will always chase after you. Use it to your advantage.

Big Boost



The attack boost greatly increases your attack power. If you combine it with the attack boost that you can always add to objects by holding down A and B until orange stars appear, you can nearly finish off an opponent with three hits.

Return to Sender



If you want to preserve your health for as long as possible, you should master the technique for catching the objects that your opponent throws at you. When the object is about to hit you, hit Z to catch it. Send it back at will, maybe after you've powered it up with A and B.

Object Lesson



One fast way to deal a ton of damage to an enemy is to punch an object into him. It does more damage than throwing the object, and you don't have to spend time powering it up to get the extra power. It's tricky to master.

Duck and Cover



Another way to avoid taking damage from a thrown object is to duck before it hits you. Press R to duck out of the way of a flying object. You can't duck down indefinitely to avoid all thrown objects—if you duck for too long, the other character's aim will adjust to your lower profile and the objects will hit you.

Bombs Away



The bombs and sticks of dynamite deal a decent amount of damage, and they can hurt you, too, if you don't stay out of harm's way. Try to toss the explosives when your opponent is higher or lower than you are to avoid damage.

Very Mice

At the start of Tom and Jerry, only the two stars in the title are playable characters. You have to earn the rest of the cartoon characters by finishing the game with each player. When you finish the game with the last character, you'll open a special Teamplay Mode that uses all those extra players.



The first two characters, Tom and Jerry, have to make it through many rounds to open up two more players. Use those two players to open up two more players, and so on. There are two final bosses. The one shown fighting Tom above is a terrifying Jerry that suddenly grows into a monstrous mouse.



About half of the characters fight a frustratingly invisible Tom at the end of their games. Tom is almost completely invisible and stays that way through much of the game. Try watching for his shadow and the sudden movement of objects to locate him.





The last character you finish the game with opens Teamplay Mode, where each player can choose up to four characters to fight with in succession. The last team with one character standing wins. One or two players can play the Teamplay Mode, and once any character or mode is opened, it stays open.

Duck-Duck Loose

This barnyard backdrop is downright dangerous! As with every area, a large, heavy object will drop to the ground if the wall under it is compromised by a flying object or fighter, and ducking won't save you from the big wooden box if you're standing under it.





You can often duck into corners to hide in certain levels, and the wall near the stairs is a good place to avoid attacks from the right. You can also try getting behind the milk can and punching it at your foes.



The level is large, and you can jump to the roof of the henhouse to pick up power-ups. You can also hide up there, ducking to avoid thrown objects, but you won't damage your opponent from up there.



If you can catch your opponent standing by the barn door, throw a bale of hay or another object at him to drop the big wooden box on his head. If it hits him, he'll be stunned for a while.



Guard in the Garden

Some areas have twins—Guard in the Garden and Backyard Bash are basically the same area. The objects that appear differ between Guard in the Garden and Backyard Bash, but many of the strategies you can try are the same.





Throw an object at the window to make the beehive fall, preferably onto your opponent's head. He'll be dazed for a while and unable to see you through the honey-filled hat he'll be wearing.



You can give your character extra protection from attacks by ducking behind the short walls of the porch. If you hide out there, be sure to run over and pick up the milk bottles so you can attack, too.

Backyard Bash

Backyard Bash is basically Guard in the Garden at night. In both areas, you can try jumping atop the fence on the left to avoid a green-gas-carrying enemy or to snag the objects that sometimes appear. Use the house corner and the bushes as additional hiding places.





The beehive will fall in Backyard Bash and Guard in the Garden if you punch your opponent into the window. You can't actually hit your opponent when he's dazed, but you can power up an item to hit him with when he comes to.



Most levels have objects, like the beehive, that fall and break—but other things, like the backdoor, will break when a fighter or an object flies into them. Experiment to find all the different things you can break up.





Catchin' in the Kitchen

Everyone knows that many accidents at home happen in the kitchen—it's a dangerous place full of sharp or heavy objects, not to mention all that easily thrown food. The kitchen has lots of hazards to keep things cooking.



The clock will fall if you bash the wall below it. If you can help it, stay out of the clock's way. An enemy that is too close when the clock falls will also get squished beneath it.



The cabinet also falls if you hit it or the wall under it with an object or a fighter. Items appear under the cabinet, enticing players into danger. Keep close watch on the area!



When you're on top of the counter, you can duck into the sink for cover. It works best when your opponent is on the floor, but it will do at any time. Human opponents may camp out there.



Cookin' up a Storm

Cookin' up a Storm has the same general layout as Catchin' in the Kitchen, but the placement and selection of objects is different. Try using the refrigerator as cover when your opponent is near the sink, and practice jumping over the refrigerator to escape attacks.







The stove flares up occasionally, which is never good news for the unfortunate animal walking across it at the time. Run over the range at your own risk—if you are burned, the flames will send you running around in circles with your tail ablaze, and you won't be able to control your movement very well.



Laboratory Retriever

The mad-scientist chic of Laboratory Retriever is made more menacing by the fact that it is one of two areas that is used as both a regular game area and a boss area. The lab is small, but the stairs offer places to hide from some attacks and there are plenty of objects.



The bottle of red goo can fall from its resting place if it is disturbed. If it hits you square on the head, it will stay there for a while, giving your opponent time to attack again.



Enemies can sometimes be trusted to hurt themselves on the energy flares that are emitted from the flashy Tesla-coil-type mechanism. Don't count on it, though.

The Mice before Christmas

Holiday cheer abounds in a festive setting where even prettily wrapped presents are painful if delivered in the right manner. Don't be shy about sharing some turkey with your guest, and be sure to grab an armchair for him, too.





The moosehead is classy and dangerous. If you're tempted to pick up the objects that appear on the mantle, move out of the way quickly. While the Christmas tree does no harm, the fire is another story. Stay away from it if possible—you never know when it's going to send out a flare.





Alley-Alley-Action Free!

The dark, urban backalley has a host of new hazards for the furry fighters. Flower pots and manhole covers are more dangerous than they seem, and if you're very unlucky, you might end up wearing a trash can for a while.



The city sewer system shoots steam through the manhole cover's hole. Try to avoid walking over it, or you'll take a lot of damage.



Two flower pots are positioned at opposite sides of the area, and thrown objects can disturb their balance, sending them tumbling down to plant themselves on the nearest available head.

Bomb Voyage

The cruise ship deck where Bomb Voyage takes place is not the ideal spot for a relaxing vacation. You won't sit in the deck chairs—you'll deck your opponents with them. The life preservers aren't as friendly as they sound, either, and they won't preserve your health.



The pipe leads to the whistle at the top of the luxury liner. The steam may escape a hole in the pipe and hurt you while you're innocently trying to reach an object.



You may be tempted to jump to the top of the boat to snag the great objects that perch there, but watch out for the whistle, or you'll be steaming mad at yourself.



The bell will fall if it or the wall below it is disturbed in any way, including a stray swing of a guitar or swordfish or a flying deck chair. The bell can fall pretty far, and if it lands on you, it'll take quite a toll.



Floor Bored

The basement-styled arena is the other area that may be used for a boss battle with invisible Tom or giant Jerry. Steam, anvils, wrenches, washing machines and paint cans all contribute to some pretty exciting fighting, even if the area's named Floor Bored.



Throw an object or punch an enemy into the vent to send the anvil plummeting down to your opponent's head in true cartoon style. Don't linger in the area.



Steam occasionally pours out of the large water heater. If you use it as a shortcut, try to stay on the red parts, where the steam doesn't reach.



If you manage to damage the pipe somehow, you will open a new hole for steam to pour out of in an already steamy level. Try to steer clear of the hole.

Furry Finale NP

Tom and Jerry in Fists of Furry is a cartoon with a Controller—don't be surprised if you laugh aloud as you use a ham to bash the bully dog that's got you cornered, or even when a powered-up flower pot replaces your cat's head for a few dizzy seconds. The game's fast, funny action makes it one of the most enjoyable fighting games the N64 has to offer.



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MEGAMAN XTREME

ROBOT WARRIOR ALERT! ROGUE DATA FILES HAVE CORRUPTED THE MAINFRAME COMPUTER OF MEGA MAN X'S HUNTER BASE IN CAPCOM'S MEGA MAN XTREME FOR GAME BOY COLOR. XPLOSIVE ADVENTURE AWAITS AS THE MAVERICK HUNTER PREPARES TO FACE ENEMIES FROM HIS PAST FOR CONTROL OF THE COMPUTER CORE.

EVERYONE E CONTENT RATED BY ESRB

TROUBLE TO THE CORE

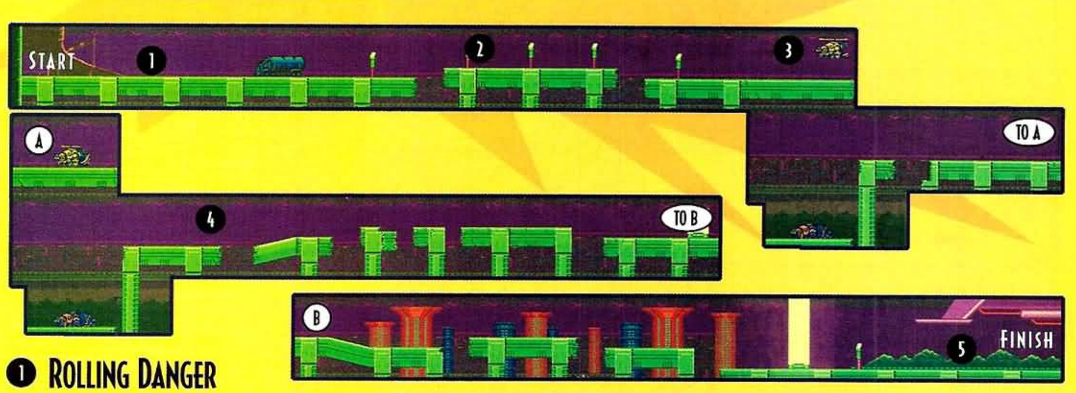
Power up the X-Buster and get ready for an Xtreme challenge as you guide Mega Man X through a rematch with some of his most powerful enemies. Mega Man Xtreme features stages and boss battles from the Mega Man X series for the Super NES in the guise of digital downloads that have leaked into the Hunter Base computer. Chill Penguin, Spark Mandrill and other classic villains block the pipeline that leads to the corrupted computer core. Take them on and steal their powers as you advance to the ultimate battle with the mysterious Shadow Hunters.





DEJA VU ALL OVER AGAIN

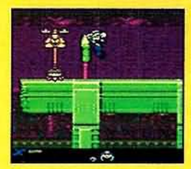
The action begins with the same stage that opens Mega Man X for the Super NES. X drops onto the broken bridge in a daze and faces many of the same enemies that he fought when he was on the bridge before. You'll encounter flying mechanical menaces, breakaway platforms and a big robot at the end. History is repeating itself, and you are stuck in the middle.



1 ROLLING DANGER

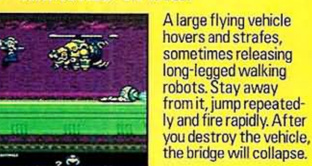
When spiked disks roll toward you, try to hit them with a charged-up X-Buster blast. If you are too late to knock them out, jump up and over them as they approach. They'll roll right past you and out of the way.

2 GET THE GRABBERS



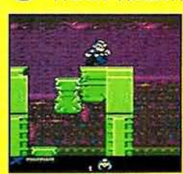
Small robot helicopters use crane devices to crash through the pavement. If you let them hover over you, they'll try to grab you. Move, jump and shoot.

3 ARMORED ATTACK



A large flying vehicle hovers and strafes, sometimes releasing long-legged walking robots. Stay away from it, jump repeatedly and fire rapidly. After you destroy the vehicle, the bridge will collapse.

4 WEAK WALKWAY



Mega Man X is one heavy hero. Some sections of the bridge break under his weight. Keep moving and jump to save ground if the bridge begins to crumble.

5 ROBOT REVENGE





X's old foe, Vava, shows up for a rematch at the end of the stage. Hit the robot war machine with powered-up shots and jump out of the way when it charges. If you fight with automatic weapon charge and rapid fire, you'll dispatch Vava quickly.



ZERO

The leader of the Maverick Hunters provides advice and support while you set out to battle the villains of the past and clear your way to the core.

CHILL PENGUIN

You can select the four stages that block your way to the core in any order. The Chill Penguin stage is at the top of the list and is a good place to start. The frozen fiend holds forth in a cold cavern. You'll fight robotic bats, larger robots and plenty of rolling disks. Use automatic fire on your X-Buster to lead the way.

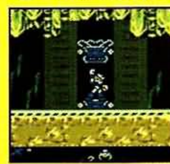


1 BLOCK BARRAGE



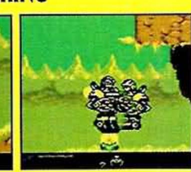

Your first challenge is a series of robots that send out lethal blocks. After one block flies, the robot cocks back to swing again. Stay low, then jump and fire.

2 DR. LIGHT UPGRADE



Halfway through the stage Dr. Light will give you an upgrade that will help you climb up walls and crash through some blocks. There are similar upgrades in the other stages, but most are much more difficult to find.

3 MECH WRECKING

You can climb into a large mech machine to go hand-to-hand with other big 'bots for a very short stretch. Climb out when you reach the high wall.

MIDDY

Computer expert Middy sets up the connection that will send you directly to the corrupted data near the computer core.



4 BOSS - CHILL PENGUIN




The leader of the stage attacks with ice and wind. He'll start by spitting ice balls then send ice blocks your way. Hit him with rapid fire and jump to avoid his shots. When he makes blocks, blast through them and keep fighting.

SPARK MANDRILL

The walls and platforms of Spark Mandrill's high-voltage hideout crackle with electricity. Take a good look at your surroundings when the lights are on and watch your step when the lights go out. Some enemies charge onto the scene. If they surprise you on your first attempt through the stage, try to remember where they appear so that they won't damage you on repeated attempts.

START 1 2 TO A A 3 TO B B FINISH 4

❶ LEG WORK

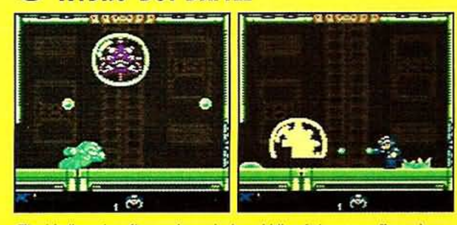
If you've been through the Chill Penguin stage, you have Dr. Light's Leg Upgrade. Use it to break through weak blocks for access to an all-important Sub-Tank.

❸ ROBOT RAGE



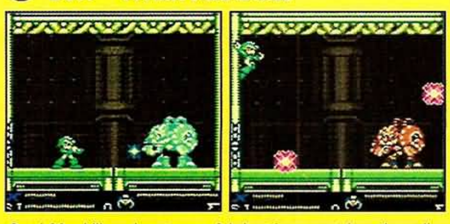
Mechanical bull-like 'bots charge onto the scene and turn around to attack again after their first pass. Jump over them as they charge, then hit them with a charged-up X-Buster blast as they gear up for another attack.

❷ HYDRO-BOT BATTLE



The big 'bot that floats through the middle of the stage fires electric shocks straight down. Be sure not to get stuck in the puddles that form from its shots of water so that you can retain your mobility. Avoid contact with it and blast it from a good distance.

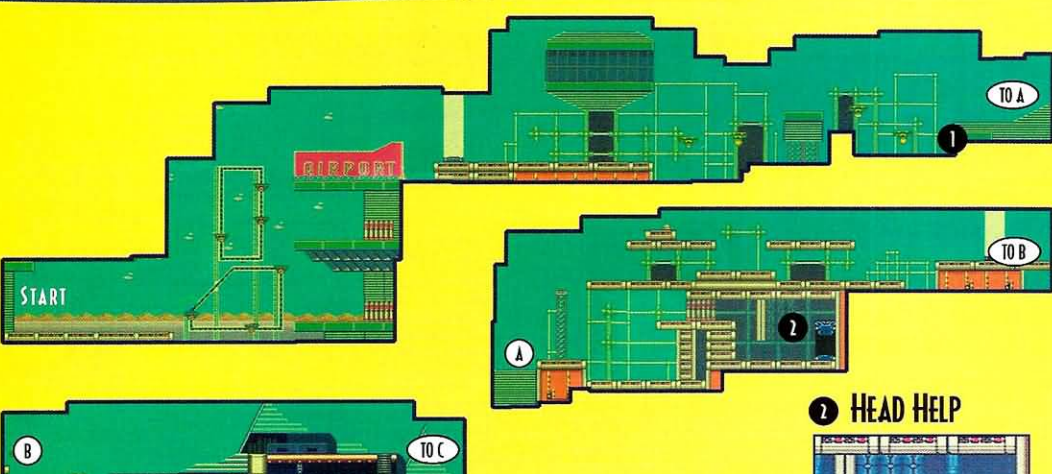
❹ BOSS - SPARK MANDRILL



Spark Mandrill sends out powerful electric current along the walls and floor of his chamber. He also jumps and charges. Freeze the mechanoid with Shotgun Ice, then switch to your X-Buster and let him have it. When he moves, freeze him again.

Storm Eagle

Flying fiend Storm Eagle is perched high above a rundown airport. To reach him, you must survive a long series of moving platforms, wide gaps and airborne enemies. Mechanoids rest on many of the platforms. Be sure to clear them away with an X-Buster blast before you jump.





1 1-Up Below



After you negotiate a series of moving platforms, you can collect an extra life in a small room under the edge of the building. Drop and collect the item before you continue.

2 Head Help



Dr. Light is waiting with a Head upgrade in a remote section of the airport. You'll have to perform some tricky maneuvers to reach him, but the extra strength that the upgrade gives you will be well worth the effort.

Zain

Shadow Hunter Zain swings a mighty sword in his attempt to keep you away from the computer core. When he's firing on all cylinders, the only thing that you can do is get out of the way.



3 Boss - Storm Eagle





While Storm Eagle can hurt you directly, he attempts to do most of his damage by blowing you off the edge of his perch or by calling for help from his feathered friends. Use the Dash technique to run into the wind and stay away from the edge, then pelt the robo-bird with X-Buster shots when the wind stops.

FLAME STAG

The bosses that you have faced in the first three stages originally appeared in the first Mega Man X game. Flame Stag is the lone representative of the four from Mega Man X2. His stage is a lava-filled volcano that can be extremely dangerous if you're not quick on your feet. When the platforms crumble or the lava flow rises, jump and run.

1 HEAT RISES

Almost halfway into the stage, you'll come to a vertical section where deadly lava rises at a steady rate. You have plenty of time to make it to the top. Jump carefully and try not to panic.

2 DOZER BEETLE

A large, flying beetlelike 'bot hovers near the volcano exterior. It'll crush you if you're not careful. Keep away from the mech and let it crash through a thin section of the wall.

4 BEAT THE CUT



Dr. Light's upgrade station is in the middle of the cave, on a hard-to-reach ledge. You'll get to it with a Dash and jump from a lower ledge to the left. You may have to give it a few tries before you are successful.

3 THE SHADOW HUNTER APPEARS





If you take the high road over the last section of lava, you'll encounter Zain, one of the powerful Shadow Hunters. Zain swings a very big sword and uses it to protect himself from your blasts. Dash under him when he jumps and keep firing when you have a shot.

5 BOSS - FLAME STAG





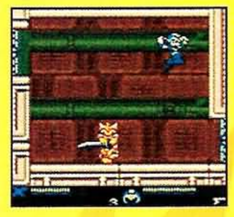
Flame Stag is a fast and fiery fiend. He'll bounce off the walls and swoop down with slashing attacks. You can extinguish his flame. Wait in the center of the room and move quickly to one side as he drops, then knock him out with Storm Tornadoes.

The Core - Stage 1

With the guardians of the core gone, you can move on to the core itself and go up against the Shadow Hunters. The first path is no more challenging than the paths that you have already survived, but the boss battles can be brutal. Fill up your Sub-Tanks and save them for the big fights. You'll need all of the energy that you can hold.

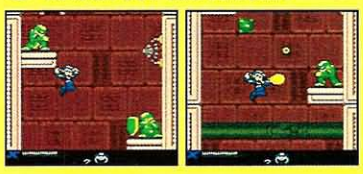


1 Zain Again



Shadow Hunter Zain makes a second appearance when you reach the core stage. His new attack is a more lethal spin move. Instead of staying in one place when he spins with his sword extended, he slides across the room. Dash under him when he jumps and jump over him when he spins. He's powerful, but you can get him if you're patient.

2 Knock Out the Knights



The big armored 'bots in the middle of the stage toss ball-and-chainlike weapons. Charge them to make them attack, then fight back when they're vulnerable. When they reload, repeat the process and hit them again.

3 Last Chance Pickups





Before you go up against the lead robot of the core's first section, you can blast a collection of weak enemies and pick up power-ups for the big battle ahead. You may even collect a 1-up.

Techno

The mastermind behind computer hacking for the Shadow Hunters causes a lot of trouble for X by staying one step ahead and planting an army of evil 'bots in X's way.

4 Boss - Core Spider



A spiderlike machine rules the first section of the core. Run under it when it is in its web and clear away the small spiders with a powered-up blast. Climb the wall when the machine drops down and hit it when you can.

THE CORE - STAGE 2

The second section of the computer core puts your climbing and jumping skills to the test. You'll spend a lot of time hanging on to the walls, sliding and jumping just at the right moment. As you're making your way up then down the other side, be sure to clear away the enemies and look before you leap.

1 DANGEROUS FLIGHT



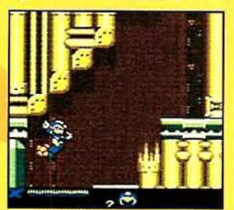
You'll ride a rocket-powered platform on your way up the long, vertical chamber. Grab the ledges when you are close and be sure to jump away from enemy fire.

2 BIG 'BOT BATTLE



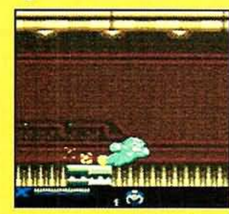
You'll exchange fire with a massive and mobile robot on your way down. When the robot fires, do everything you can to get out of the way, then jump up to the wall and hit it high while it attempts to reload. You'll put it out of commission after a few charged X-Buster shots.

3 FREE-FALLING



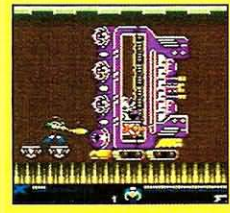
There are dangerous spikes near the platforms in a section where you will drop for long distances. Try to grab the wall to slow your fall.

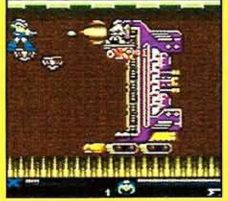
4 LONG LEAP



The gap at the end of the hall with the spiked floor is a real test of your jumping ability. Stop at the platform for a moment, then Dash and jump. You should be able to reach the edge of the ledge.

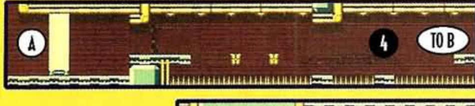
5 BOSS - MACHINE





A massive transforming machine flies over a bed of spikes. Since you'll be riding on floating platforms, your mobility will be limited. Leap from the machine's blasts and fire when you have a clear shot of your target. When you take out the four guns, the blast shield will break away and the robot controller will be exposed.

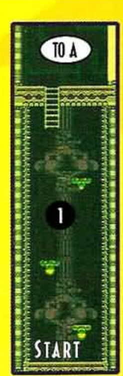
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2
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TO A
START

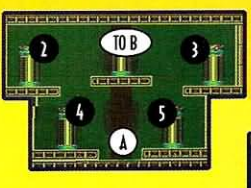


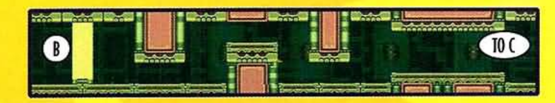
B
5
FINISH

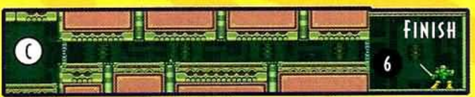
THE CORE - STAGE 3

The deepest section of the core features a repeat battle with all of the bosses that you faced on your way to the Core. After you clear those robots away, one more time, you'll face the ultimate Shadow Hunter, Sigma. You've come a long way. Keep fighting and don't look back.









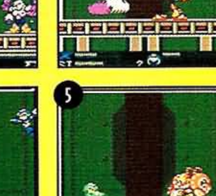
1 HIGH CLIMB



Enemies wait on some of the platforms in the vertical chamber that begins the last stage. Be sure to clear away the mechanoids before you jump. You won't be able to touch the walls in the area, so success hinges on your ability to negotiate the platforms.

2-5 REPEAT OFFENDERS







The bosses that you battled to reach the Core want a rematch. You can fight them in any order that you please. Once you've cleared away the robot quartet, you'll be able to enter the door that leads to your final fight.



6 BOSS - SIGMA





The leader of the Shadow Hunters attacks with incredible speed and power. Try to get in as many shots as you can while he poses and prepares, then get out of his way when he charges. It'll be a tough battle, but the rewards for victory are worth it.

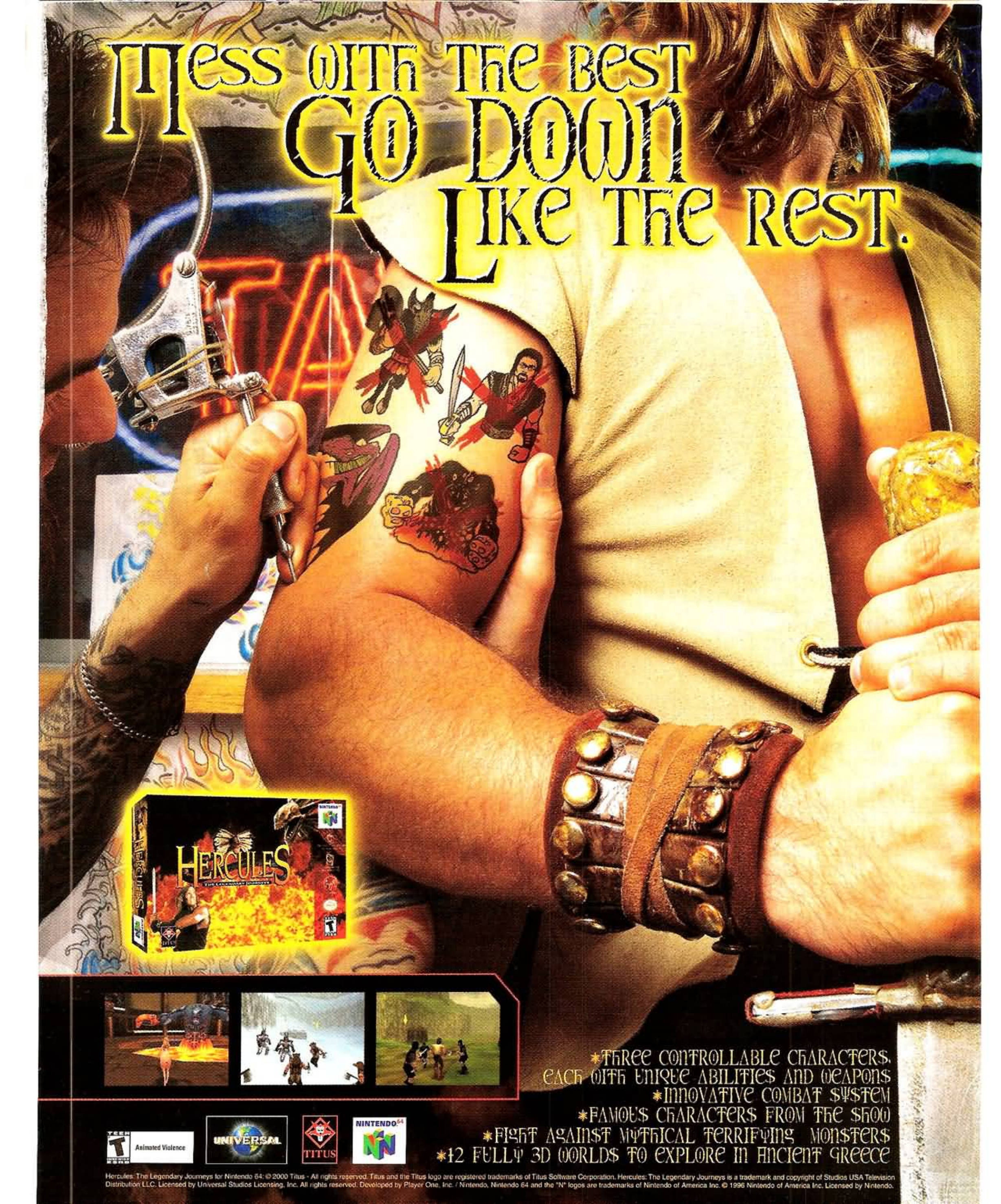
GEEMEL

Along with Zain, Geemel is one of the most feared Shadow Hunters and Sigma's right-hand robot. Geemel works behind the scenes in your attack on the computer core.



XTREME FINISH

The Shadow Hunters do not go down easily. To be successful, you must concentrate and try to read their moves. If you figure out their patterns then formulate a plan and carry it out without flaw, you'll take them out. The fate of Hunter Base is in your capable hands. When you finally clear away all of the dangers in the core, the Shadow Hunters will fall back and regroup. You can be sure that they will come back more powerful and more determined than ever.


MESS WITH THE BEST
GO DOWN
LIKE THE REST.
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NINTENDO 64
*THREE CONTROLLABLE CHARACTERS,
EACH WITH UNIQUE ABILITIES AND WEAPONS
*INNOVATIVE COMBAT SYSTEM
*FAMOUS CHARACTERS FROM THE SHOW
*FIGHT AGAINST MYTHICAL TERRIFYING MONSTERS
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Pokécenter

Small Wonders

We've almost completed our mission to bring you the English names of the Gold and Silver Pokémon. We'll reveal the last eight names next month, but for now, feast your eyes on this octet. If you'd like to find some of these Pokémon in your Gold or Silver game, may we suggest taking Jynx to the Daycare Center, giving your phone number to Bug Catcher Arnie and Fisherman Ralph, picking up an extra King's Rock, and finding Blackbelt Kyo inside Mt. Mortar?

Ursaring

Yanma

Tyrogue

Politoed

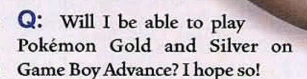
Lanturn

Qwilfish

Xatu

Smoochum

Pokéchat



Pokéchat might have a new look, but it's still the place to find the answers to your Pokémon-related questions. Not surprisingly, we've been hit with a ton of Gold and Silver questions lately—and we've got the answers!

Q: I picked up the Red Scale at the Lake of Rage near Mahogany Town. Can I do anything with it?

A: You sure can! Take the Red Scale over to Mr. Pokémon's house to show it to him. If you give the Red Scale to him, he'll give you a very nice gift—Experience Share. The superuseful item will give half of all experience points earned in battle to the Pokémon holding it, even if it never enters the battle. It's a great way to train a weak Pokémon!

Q: Why won't my Togepi evolve? What level does it have to reach?

A: Togepi doesn't evolve into Togetic at a certain level—it is one of the Pokémon that evolves through Friendly Evolution. Check out the Professors' answer in the how to evolve Eevee section of Pokémon University for hints on how to make your Pokémon happier so it will evolve. The other Pokémon that evolve by Friendly Evolution are Golbat, Pichu, Chansey, Cleffa and Igglybuff.

Q: Where is Heracross in Pokémon Gold and Silver? I saw it on TV and I just have to have it!

A: That's actually a harder question to answer than you might think. Heracross appear randomly in the small, triangular trees that your Pokémon can Headbutt. If you really want a Heracross, you can try Headbutting the trees near mountain areas. It might also help you to remember that many Bug-type Pokémon prefer the morning hours between 4 a.m. and 10 a.m. Pokémon that are found only by Headbutting trees are difficult to pinpoint because of the randomness of their appearances in the trees.

Q: If I leave Vaporeon and another Pokémon at the Daycare, will an Eevee hatch from the resulting Egg? Or will it be a Vaporeon?

A: It will be an Eevee. The rule of thumb for Pokémon Eggs is that the earliest evolution will always hatch, so Vaporeon parents hatch an Eevee, Magneton hatches Magnemite, and Mr. Mime hatches Mr. Mime.

Q: Will I be able to play Pokémon Gold and Silver on Game Boy Advance? I hope so!

A: Yes, you will. Game Boy Advance is backward-compatible with all Game Boy titles. Pretty cool, huh?

Q: I solved the puzzle in the Ruins of Alph, but nothing happened! What gives?

A: If nothing happened, then you didn't solve the puzzle correctly. The puzzles are not very clearly marked, and many different configurations of the blocks can seem to be the correct solution. You've probably got the outside blocks in the right place, so try moving the middle pieces around until you find the solution. When the pieces are all in place, the floor will drop from under you and you'll be in a new part of the Ruins of Alph. If the floor hasn't dropped, you haven't solved the puzzle.

Q: How do I catch Elekid?

A: You can't catch it—you have to hatch it. You'll need at least one Electabuzz, naturally, and you could use a pair. Remember that Eggs generally take the form of the female Pokémon. Take your Electabuzz and its pal to the Daycare and see what hatches up.

Q: How do I earn the extra Trainers for two-player Stadium in Pokémon Puzzle League?

A: We printed the code for unlocking the Trainers in last month's Classified Information, but if you'd like to earn the Trainers, try beating the Spa Service (one-player).

Pokémon University

Welcome to Pokémon University! Professor Elm and Professor Oak are two of the most respected Pokémon authorities in the Pokémon World, and they're teaming up to answer all of your Pokémon puzzlers.

ELM

OAK

Where do I find the Evolutionary Stones?

Unless you're very lucky with Mystery Gift, you won't find the Evolutionary Stones in Gold and Silver until you make it to Route 25 in Kanto. Find Bill's house at the end of Route 25. Bill's not home, but his grandfather is and he wants to see some of the Pokémon his grandson is always talking about. Put Lickitung, Oddish, Staryu, Pichu and Vulpix (Silver) or Growlithe (Gold) in your party and show each one to Bill's grandfather when he describes it to you. You'll get the Everstone when you show Bill's grandfather Lickitung. The others follow a pattern: Oddish gets you the Leaf Stone; Staryu, the Water Stone; Pichu, the Thunder Stone; and Vulpix or Growlithe, the Fire Stone.



Bill's grandfather is very curious about different Pokémon.



Show Oddish to Bill's grandfather to get a Leaf Stone.

How do chains work? I don't understand!

Creating chains is one of the hardest Pokémon Puzzle League skills to master. Try studying at Puzzle University and Mimic Mansion, and remember that some chains are already built into the puzzles—all you have to do is take advantage of them. In the shots below, the player on the right spots a chain-in-the-making. As the purple blocks clear, the player sits tight to let the red blocks drop down and clear away horizontally. With the red block between them gone, the yellow blocks also line up to form the third link in the chain. If the player moves the green block just under the cursor to the left, a fourth link of green blocks will also count as part of the chain.



The purple blocks clear, setting the chain in motion.



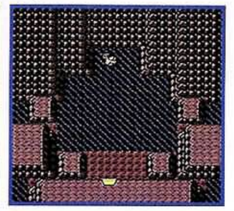
Slide the green block to the left to make the fourth link in the chain.

How do I catch Lugia and Ho-oh?

You can't see the Legendary Birds until you have the magical object related to each—The Silver Wing in Lugia's case, the Rainbow Wing in Ho-oh's. You'll get the first wing from the Radio Station Manager in Goldenrod City—The Silver Wing if you have Silver, the Rainbow Wing if you have Gold. With the first wing in hand, search Whirl Islands for the pool that holds Lugia if you're playing Silver or head to the top of Tin Tower if you're playing Gold. Battle the Level-40 creature cautiously and be sure to bring lots of Poké Balls. Reverse the process once you've picked up the remaining wing from a man in Pewter City.



Ho-oh is a Fire-and-Flying-type Pokémon. It hides atop Tin Tower.



Whirl Islands are very confusing—look for Lugia in a small pool.

How does Eevee evolve into Umbreon or Espeon?

Eevee doesn't need stones to evolve into Umbreon or Espeon—all it needs is you. Umbreon and Espeon are the result of Friendly Evolution, and Eevee won't evolve into either until it really trusts you. To make Eevee friendlier toward you, don't let it faint in battle (unless you use a Revive on it before the battle ends), don't give it the bitter herbs Goldenrod's Herb Shop sells and don't let it out of your party. Do give it an item to hold (Experience Share is a nice one) and use lots of items like X Special and Lemonade on it. Have Daisy in Pallet Town groom your Pokémon, and get its hair cut in Goldenrod. When the Pokémon likes you, it will evolve at its next level-up. If Eevee evolves at night, it will be Umbreon. Otherwise, it will be an Espeon.



Raise Eevee carefully. Keep in mind that Pokémon love to battle!



Your Eevee's evolution depends on the time of day.



Pokémon

The Colosseum is the place where Pokémon Trainers gather to show off their Pokémon teams. It's also a place to learn more about training and battling Pokémon teams.

Andy Schafer from Bellevue, Ohio, raised his starting-Pokémon-packed team in Pokémon Yellow. His team's strong points include a diversity of Pokémon types and quite a few Pokémon with a decent amount of HP or pretty good speed. Some of its weak points include a bit of redundancy in the attacks each Pokémon uses and an overdependence on aggressive attacks. There are a few things Andy could try to streamline his team, if he wants.

Raichu



- Thunder
- Swift
- Thunderbolt
- Thunder Wave

Dugtrio



- Dig
- Slash
- Hyper Beam
- Earthquake

Venusaur



- Razor Leaf
- Solarbeam
- Leech Seed
- Cut

Charizard



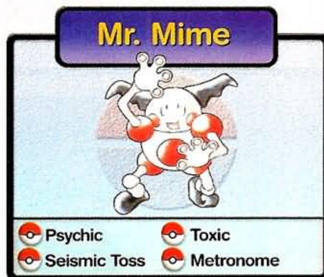
- Flamethrower
- Fire Blast
- Fire Spin
- Fly

Blastoise



- Ice Beam
- Blizzard
- Surf
- Hydro Pump

Mr. Mime



- Psychic
- Toxic
- Seismic Toss
- Metronome

We're guessing this Colosseum team is also the team Andy uses to travel through Pokémon Yellow, given all the HMs on his creatures. Of all the HMs on the team, the Surf on Blastoise is probably the most valuable. Surf is powerful and accurate—a great combination. One good thing to remember is that you can raise, train and combine different sets of Pokémon for different tasks. The HMs you need to get around the Pokémon world aren't necessarily the attacks that will serve you well in battle. Sure, you might be attached to the Pokémon that have taken you through the game, but Link Trade Battles and Pokémon Stadium Free Battles require a different set of abilities than they're likely to have.

Andy's Charizard, Raichu, Venusaur and Blastoise all suffer from the same malady—each is equipped with too many of the same type of attack. Choose Thunder for its power or Thunderbolt for its accuracy, but don't choose both. Blastoise in particular has two water-blasting attacks and two ice-blasting attacks, which leaves room for nothing else. Think about these issues. Could your team use a little streamlining, too?



Andy's Raichu uses Thunder Wave, which is usually a pretty good attack for an Electric-type to have. Electric-types aren't generally blessed with a lot of HP or defense, so an attack that slows down an opponent and keeps it from attacking is a definite plus.



Dig, as shown on Dugtrio, can be a lifesaver when your Ground-types are faced with Water- or Ice-type opponents. Your Pokémon won't attack when it is underground but it will also be safe from nearly every attack, with the exception of Swift.

Hot off the Press

Here at Nintendo Power, we love trying out all the wacky Pokémon merchandise on the shelves—and we couldn't resist the chance to have our Pokémon and eat them, too. It's the breakfast of Pokéchampions!





Pokémon Pop-Tarts

With 12 sweetly frosted pastries in every box, Pokémon Pop-Tarts provide enough grub for an entire gym full of Pokémon Trainers. The Wild Cherry filling and bright yellow frosting get an additional boost from the dramatically colored but slightly shaped Pokémon sprinkles. *COMMENTS:* **Chris**—*Do you like Pop-Tarts? Do you like Pokémon? If you answered yes to both questions, have I got the breakfast treat for you!* **Jennifer**—*Eating Pop-Tarts has always been like eating a big cookie for breakfast, and eating Pokémon Pop-Tarts is like eating a big cookie with candy on top for breakfast. That's living!* **David**—*In all my years of eating breakfast, I have never seen a more colorful toaster pastry. Not that you have to toast them—the beauty of Pop-Tarts is that they can be enjoyed hot or cold.*



Pokémon Cereal

Toasted oat cereal with marshmallow bits is nothing new, but when those marshmallow bits resemble Pokémon, you've got a bowl full of fun on your hands. Interactive Pokémon activities festoon the all-important back of the cereal box. *COMMENTS:* **Jason**—*The Pokémon tickle the palate with a sweet 'n' smooth marshmallowy goodness.* **Drew**—*If you squint while looking at the marshmallows in the cereal, they may resemble Pokémon floating in a tiny, white sea.* **Corinne**—*As a Pokémon Trainer, I tried to collect all four marshmallow Pokémon in each spoon of cereal, because you gotta catch 'em all!*



For more Pokémon news, be sure to check out www.pokemon.com!

Send questions, comments and art to:
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Redmond, WA 98073


ROBOPON
TM
BUILD'EM, COLLECT'EM, TRASH'EM!
Zap LV99
HP 999/999
Boomer LV45
HP
Fight Item Defense
Robopon Escape Evasion
Collect, trade, and battle over 150 Robopon on your quest!
What are you doing here?!
With the built-in speaker and clock, the game will remind you of special events even when your Game Boy is turned off!
041 Mur:
Type Arm
Height Normal
Weight Heavy
Attribute Wind
Lifelong rival of Sanmi. Confuses enemy with quick moves and cuts.
Train and modify your Robopon using over 100 different parts and upgrades to create the ultimate Robopon!
SUN VERSION
GAME BOY COLOR
ROBOPON
STAR VERSION
ATLUS
Built-in IR Port!
Built-in Speaker!
Use the built-in IR port to trade your Robopon or use it to give them a quick power boost with your favorite remote control!
PLAYS ON ALL GAME BOY® HARDWARE SYSTEMS!
EVERYONE
E
CONTENT RATED BY ESRB
GAME BOY COLOR
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COUNSELORS' CORNER

Your Questions—Our Experts!

THE WORLD IS NOT ENOUGH

HOW DO I DESTROY THE VIDEOTAPE BACKUP ?

When you play the Courier level on Secret Agent or 00 Agent, you'll need to cover your tracks by destroying the videotape backup with your Data Scrambler. The VCR is in the last room on the right in the horseshoe-shaped hallway. On your way there, stop off at the office with the safe to pick up a Security Swipe Card—you'll need it to get into the taping room. Equip the card then target the card reader outside the room to open the door. The VCR is on top of a black heating register in the corner of the room.



The Security Swipe Card is essential for entering the taping room. Equip the Safe Cracker item then target the safe to acquire the card.



After eliminating the guards in the taping room, find the VCR then equip the Data Scrambler device to demagnetize the videotape.

HOW DO I DEFUSE THE BOMB IN UNDERGROUND UPRISING ?



Defusing the bomb in the London Underground is perhaps the least obvious objective in the Underground Uprising level. You'll find the bomb in a toilet stall just before you reach the stairwell to the surface. Before you begin to defuse the device, make sure you've cleared the room of enemies. They can end your mission quickly if they interrupt the sensitive process with gunfire. Equip the Bomb Disposal Kit, then target the bomb and press the Z Button to make a blue bar appear on the bottom of the screen. Tap the Z Button a few times to shorten the length of the bar. A red bar will then appear. Be careful not to tap the Z Button so fast that the red bar meter fills up, causing the bomb to explode. Be particularly careful once the blue bar is almost gone. The bomb becomes more sensitive just before it's diffused.



You'll find a ticking time bomb in a toilet stall in the London Underground. A clock on the screen will count down the seconds to detonation.



Equip your Bomb Disposal Kit then target the device. The blue bar indicates how close you are to defusing the bomb.



Tap the Z Button to make the blue bar disappear, but don't tap it too fast. A red bar shows you how close you are to detonating the bomb.

THE LEGEND OF ZELDA: MAJORA'S MASK

HOW DO I FIND KOUME THE CRUISE MANAGER?

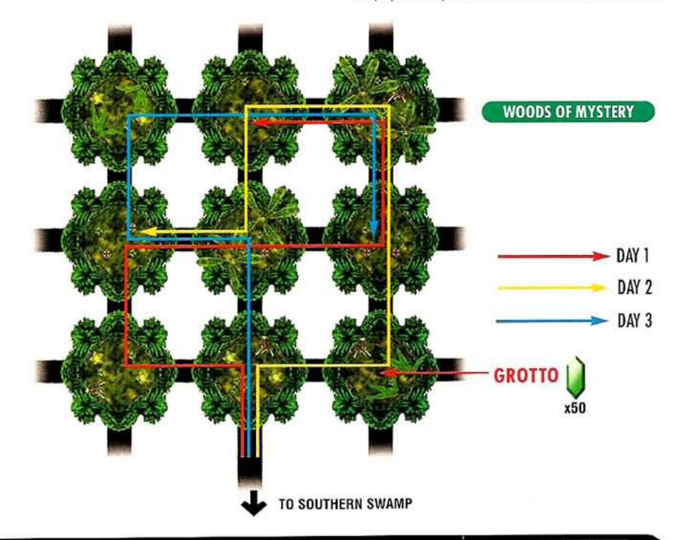
Koume manages a boat cruise through the swamp, and she's mysteriously absent from her ticket window. If you want to journey through the swamp, you'll need to find the AWOL hag in the Woods of Mystery. A monkey near the entrance will guide you through the woods if you can keep up, or you can follow the map below with color-coded routes for different days. You'll need to heal the hurtin' hag with a potion from her sister Kotake's shop.



The ticket booth for Koume's Boat Cruise will be empty when you first reach the Tourist Info hut.



Follow the monkey—and avoid the spinning Snappers—to find the wounded hag.





Koume's location is dependent on the day you conduct your search. If you find her on the first day, go to the Magic Hags' Shop near the entrance to the Woods of Mystery. Get a healing potion from Kotake then return to Koume in the woods. If you look for Koume on the second or third day, you'll find Kotake hovering on her magic broom in the woods.

HOW DO I LEARN THE SONG OF SOARING?

The owl statues you'll find at important locations let you instantly warp around Termina, but only if you know the Song of Soaring. Kaepora Gaebora will teach you the tune if you visit the owl's perch near the waterfall in Woodfall. Take the shortcut from the Deku Palace then helicopter through the treetops as a Deku Scrub to reach the owl.



A shortcut near the Deku Palace entrance leads to a ledge in Woodfall. Avoid the dragonflies as you float through the tree to reach the owl.



Kaepora Gaebora the owl will teach you the valuable Song of Soaring after you reach the ledge near the waterfall.



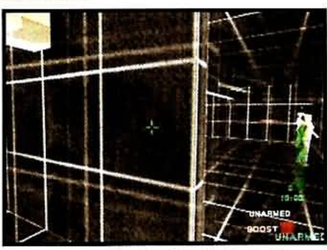
Play the Song of Soaring to transport yourself to previously activated owl statues. The statues stay activated after you reset the clock.

WHAT'S THE BEST WAY TO RESCUE THE HOSTAGES?

When you begin the Carrington Institute-Defense level, dataDyne gunmen are prepared to execute hostages in different parts of the institute. It will take perfect aim to eliminate the thugs before they can do their dirty work, so you should use your Combat Boost before you attempt a rescue. If you wait until the last minute to activate a boost in the two hostage rooms upstairs—just as the door is opening to the first room—you'll clear both rooms and save your second boost for later.



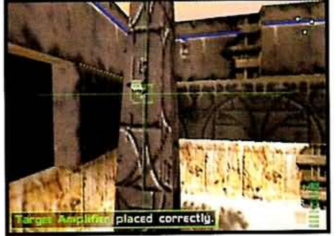
The Combat Boost slows down the action enough to help you target the dataDyne thugs before they fire at the hostages.



Use your second Combat Boost in the training room downstairs then save the last hostage in the weapons lab.

HOW DO I IDENTIFY THE TEMPLE TARGETS?

Identifying the temple targets is the first order of business in the last mission in the game. You have three Target Amplifiers and five potential targets, so keep a close watch on your R-Tracker to determine what's a target and what isn't.



Joanna will tell you when you reach the first of the three pillars you need to target. Bring up your R-Tracker to help find the other two. Don't be hasty when planting the amplifiers—the mission will fail if you place one incorrectly.



After you've planted all the Target Amplifiers correctly, you'll have just a few seconds to get out of the blast radius before Elvis blasts the pillars with his stolen Skedar spaceship. Run to a safe spot.

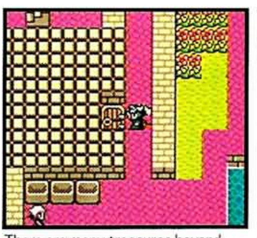
Take care of any Skedar in the area before you start planting Target Amplifiers. Cloaked enemies are in the vicinity of some target pillars. As some of the pillars are fairly close together, check your R-Tracker carefully before you commit to a target.

KEY
Pillar
Shield

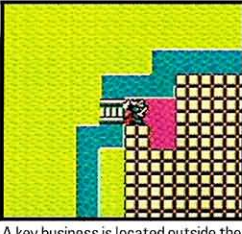
DRAGON WARRIOR I & II

WHERE DO I FIND KEYS?

There are plenty of locked doors in Dragon Warrior I, and they may as well be brick walls to you until you have some keys to open them. The first place you'll find keys is a shop just outside the town of Rimuldar. To reach it, walk along the perimeter of the town—stopping to talk to one of the many troubled citizens on the way—until you reach the store.



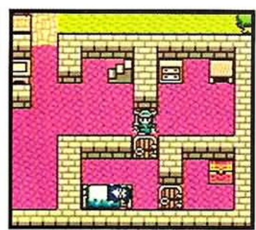
There are many treasures beyond Alefgard's locked doors. Remember their locations for later.



A key business is located outside the city walls of Rimuldar. Walk around the edge of town to enter it.



If you have the spare cash, you can buy up to six keys before the owner cuts you off.



You can use a key only once, but any key will open any door. Go back to key shops to replenish your supply.

HOW DO I RESURRECT A PARTY MEMBER?

You'd like to keep all your friends safe during your adventure in Dragon Warrior II, but, hey, accidents happen. There's good news if a member of your party prematurely expires, however. All you need to do is drag his or her remains to the nearest temple for some supernatural refreshment. One small donation later, your friend will be alive and kicking.



Battling monsters is a dangerous business, and liability waivers don't exist in Alefgard.



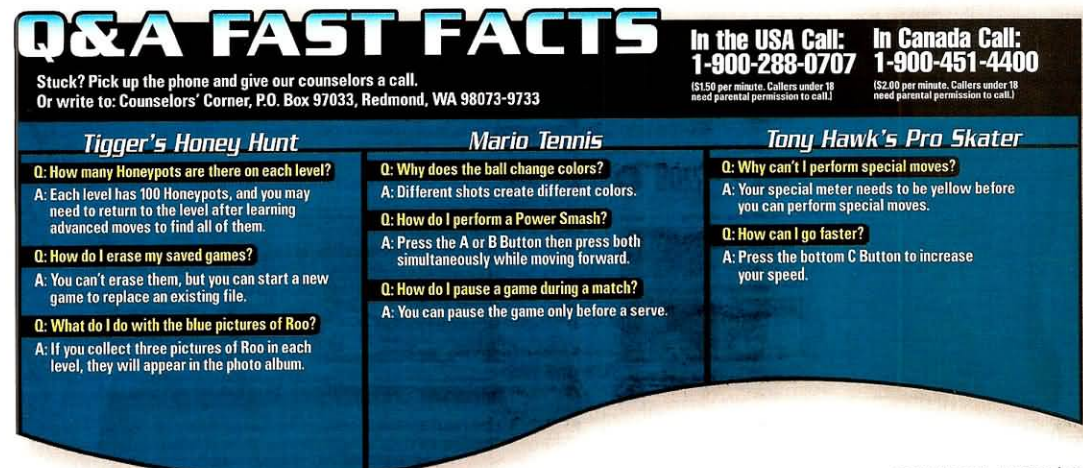
Take your fallen comrades to the nearest town with a temple to get them moving again.



The priest is only too happy to help with your little resurrection problem, but he'll require a donation.



One party member—good as new. Just don't let it happen again, OK? It's hard on your wallet.



Q&A FAST FACTS

Stuck? Pick up the phone and give our counselors a call.
Or write to: Counselors' Corner, P.O. Box 97033, Redmond, WA 98073-9733

In the USA Call: 1-900-288-0707
($1.50 per minute. Callers under 18 need parental permission to call.)

In Canada Call: 1-900-451-4400
($2.00 per minute. Callers under 18 need parental permission to call.)

Tigger's Honey Hunt

Q: How many Honeypots are there on each level?
A: Each level has 100 Honeypots, and you may need to return to the level after learning advanced moves to find all of them.

Q: How do I erase my saved games?
A: You can't erase them, but you can start a new game to replace an existing file.

Q: What do I do with the blue pictures of Roo?
A: If you collect three pictures of Roo in each level, they will appear in the photo album.

Mario Tennis

Q: Why does the ball change colors?
A: Different shots create different colors.

Q: How do I perform a Power Smash?
A: Press the A or B Button then press both simultaneously while moving forward.

Q: How do I pause a game during a match?
A: You can pause the game only before a serve.

Tony Hawk's Pro Skater

Q: Why can't I perform special moves?
A: Your special meter needs to be yellow before you can perform special moves.

Q: How can I go faster?
A: Press the bottom C Button to increase your speed.



A junk-filled wasteland of shattered dreams straight out of T.S. Eliot awaits you in Metal Walker, Capcom's newest adventure for the Game Boy Color. Collect, upgrade and battle a variety of intelligent machines as you struggle across a vast landscape in a desperate search for your missing father.

THE RUST OF THE STORY

Metal Walker takes place at the end of the 21st Century on a small island known as the Rusted Land. Fifty years ago, a scientific experiment with intelligent metals spun out of control and went horribly wrong, turning the once pristine landscape into a desolate badland. Scattered throughout the Rusted Land are Units known as Cores—metal with the ability to learn and evolve. Your mission is to collect as many of the Cores as you can, find your father and restore peace to the Rusted Land.

You begin by waking up in the home of a Good Samaritan, where you'll receive your first Metal Walker. The homeowner will also offer you a brown or green communication device, which is used to communicate with your mentor, Professor Hawk. You'll encounter different enemies depending on which one you select, so if you plan on trading with a friend be sure to select different devices.

NO RUST FOR THE WEARY

The quest for your father will take you through areas of the Rusted Land where angels fear to tread, so courage and strength will be essential. Spend some time at the beginning learning the battle system, because it has a couple of unique aspects that take some getting used to. Also be sure to study the map below. While you'll often encounter helpful locals who can point out the way to go, it takes a long time to traverse the countryside, and wrong ways can prove rather frustrating.



Though the map makes it seem that you can move freely from area to area, in reality many sections of the island will be off-limits until you find certain Core Units. If you can't seem to enter a certain area, leave it alone for the time being. Once you've earned more Cores, you can always come back.



LET'S GO SHOPPING



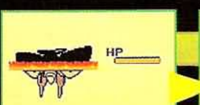


As you defeat other Walkers, you'll turn them into scrap metal, which can then be used to purchase special attacks. Talk to the shopkeep in the Junk Shop located on the top floor of your base.



The Junk Shop owner can create new weapons and items for your journey, but only if you bring him data that have fallen enemies. Purchase Analyzer capsules and have your foes hit them during combat to gain the information.

ANALYZE THIS



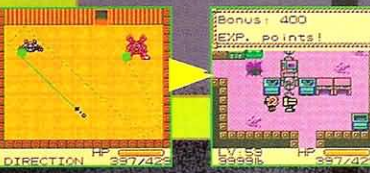


You can scan enemies in one of two ways. Either bump the enemy into your Analyzer, or move your Walker so it rests on top of it. Enemies will then attack you and get scanned in the process. Once you've scanned an enemy, there's no need to do it again—you'll just get the same information.

IN-BATTLE STRATEGIES



When you battle, you'll be taken from the main map to a special screen. One of the unique elements of battle is that your Metal Walker will bounce off walls and enemies during an attack. Always look for a small opening in the top wall—it's an escape route if things get too rough.



You can hit more than one enemy at a time if you aim your Walker correctly. If you manage to clear all the enemies with one pinball shot, you'll be rewarded with extra experience points. When you gain enough experience, you'll level up, adding hit points and extra power to your fighting unit.







Pool sharks will love the battle system. Always use the walls to their full advantage. As our diagram shows, not only can you hit multiple enemies yourself, you can actually send them crashing into one another. Watch for rebounds, however—they cause just as much damge as if you were attacked.

EN-CAPSULE-ATE YOUR DATA

Special attacks are contained within small balls called capsules. At the beginning of the game, they will be thrown into the battlefield at random, but once you access the Battle Arena you'll gain more control. Also, look for recipes along the trail. They can be used to create superpowerful capsules.

ANALYZER –scans enemies for data
HP 1, 2, 3 –restores hit points
ATTACK +,– –affects attack power
DEFENDER – –increases defense
SLIMER –decreases defense
MEDALIA –increases level
SKULLIA –decreases level
GRAVITON –increases weight
ZERO BALL –decreases weight
DOUBLE UP –attack again
METAMORIT –become obstacle
NAPALM 1, 2, 3 –damaging fireballs
RC BOMB 1, 2, 3 –missile attack
HAMMER 1, 2, 3 –damaging earthquake
FLOOD 1, 2, 3 –damage with water
PEBBLES, STONES –rocky missiles
ROCKS, BOULDERS –rocky missiles
THUNDER 1, 2, 3 –damaging thunder
ZAP, JOLT, SHOCK PODS –electric attack
KYUEENE –absorb enemy HP
DIZZY 1 –user becomes disoriented
DIZZY 2 –all characters become dizzy
CRANE –teleport to another area in field
SHUFFLE –characters switch positions
BUBBLEPEPA, BUBBLEPOD –bubble attack
SEA REEF –invulnerable to Marine attack
TIDAL WAVE –damages Marine type only
SAND DUNE –invulnerable to land attack
JELLYFISH –user is immobilized
HOT HEAD –causes overheating
SHOCK ROD –causes malfunctions
STEALTH –lets user hide

RECIPE	Data From
RATSBANE	Tortus and Sonic
THE SCREW	Baloon and Jullinum
HOT FLASH	Helious and Webb
BODY BLAST	Sniper and Millpad
SPRITZER	Minion and Liquid
FLYBOY	Gail and Shadow
LUNCH BOX	Chem and ?
AIR RAID	Whale and ?
PAY DIRT	Whale and ?
GROUND HOG	Dragon and ?

LEARN THE ROPES

Until you build up some experience, you'll be at a severe disadvantage. Don't stray too far from your base until you gain a few levels, or you'll be wiped out in short order. Use your Analyzer often in the first few battles and don't try to tackle the Chemical Plant without finding the HP 1 Capsule. You don't have a prayer without it. If the battle system seems unintuitive, go to the top floor of the house where you began your journey for a quick tutorial in all things Metal Walker.

CHEMICAL PLANT

The first stop in your journey is a long-abandoned chemical plant, where you'll encounter a rival Core hunter named Badoh. He claims to have seen your father deep in the bowels of the warehouse, but his information may prove to be less than accurate.



Try to keep your hit points as full as possible. Since enemies attack you with no advanced warning, it's easy to enter a battle at less-than-full strength. If you lose all your HP, your Metal Walker will short-circuit, sending you all the way back to your Command Base.

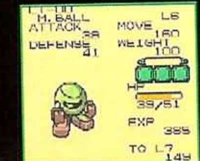




Your first boss battle is against a short fellow known as the Metal Master. His Walker has a wicked rebound effect—hit it gently so it doesn't come careening back into you. Defeat him to earn a new Core Unit.

SAY YOU WANT AN EVOLUTION

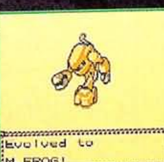
Your Metal Ball will evolve when connected to other Core Units, giving it increased powers and abilities. Marine Core Units, for example, can cross open water, while Air Core Units can fly over large chasms.



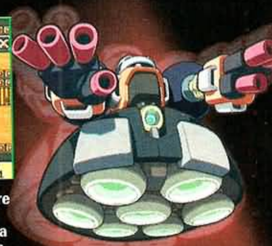
Always keep in mind the game's rock-paper-scissors element, because you'll have to master the tactic for the later levels. As a general rule, Land beats Marine, Marine beats Sky and Sky beats Land. Of course, a powerful Metal Walker of any type can defeat a weak one with little trouble.



Attack and Defense are your most important stats, but a high Move rating allows you to bounce farther during battle—very handy.



Don't let folks tell you that abandoned chemical plants are good for nothing. After you've received a Core Unit from the Metal Master in the plant, you can upgrade your Meta Ball to a Metal Frog. The M. Frog has the power to smash open pesky oil drums, as well as a high attack rating.



GROOVY BASELINES

Your Base Camp contains the Junk Shop, an HP regenerator and a gateway to the Battle Arena—once you've paid a visit on your own. You can also set your own victory and defeat phrases there—a fun extra.





What good is a Base Camp if you can't take it with you? Be sure to read any signs you encounter during your travels—some of them will give you the option to move your base camp. It's a good idea to do so every chance you get, because you don't want to lose ground if your Walker short-circuits.

SOUTH END CITY

Take a moment out of your hectic schedule to visit beautiful South End City. You'll meet locals who give you cryptic hints about your father's whereabouts, as well as tips for dealing with the enemies in the outside world. Be sure to stock up on HP Capsules.

- BASE CAMP-Buy Capsules, Restore HP.
- CORE UNIT-Defeat the Metal Master for a new Core Unit.
- HINT and/or TREASURE CHEST-Get information and/or items useful for your journey.



COMMAND BASE

Head north from South End City and pass through a cave. You'll emerge in a mysterious area known only as Command Base. There a young woman named Emil will beg a boon of you, asking that you retrieve a package for her. There's booty in it for you, so make yes your final answer.



Want to visit the Energy Plant? Too bad, because your Metal Walker needs more time to evolve. You must have a second Air Core before you can cross two holes in the floor. Instead, make for the large building at the north end of the Command Base and meet the mystery man.





Your new Land Core Unit will evolve your Metal Frog into the Metal Launchas, which looks like six huge cannons on a pair of treads. With the new Walker, you'll be able to smash open containers.



On the roof of the north building you'll encounter Emil's butler. If you talk nice to him, he'll give you both the package and a new Land Core Unit. The Land Core Unit is all yours, but the package—which contains a nifty Core Unit detector—is snatched up by Emil.

WAITING FOR BADOH

Eventually, Badoh will become a friend, but for now he's just a thorn in your side. The first few times you try to set up a new base, he'll appear and ask if you want to swap bases. Note you can also swap with a friend by using the Game Link Cable.



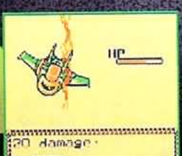


There's no penalty for turning Badoh down, but he'll grumble. If you accept his terms, however, you'll be in for the fight of your life as he immediately challenges you to battle. It's far to late to back out. Summon up your strength and take him on.

CAMPY BATTLES

Badoh is a pretty powerful opponent at this point in the game, and to make matters worse, you'll need to defeat him three separate times. The good news is that he'll give you loads of experience if you manage to take him down.





A Core Unit Hunter in his own right, Badoh knows all the tricks of the trade. Capsules are helpful, but keep in mind that he'll use them, too, and often ignore a clear shot at you to snatch up one of your precious special attacks. Scatter capsules like Skullia in with your HP 1s and HP 2s.

ARMY AREA

The Army Area looks like most everything else in the Rusted Land, but don't be fooled by the drab yellow buildings, smoldering bomb craters and slightly paranoid locals—there're Core Units in them thar hills! Meet up with plucky Emil, then go on a Core hunt.

TO NORTH HEAD TOWN

FROM BASE CAMP





Villagers will sometimes tell you the vulnerabilities of certain Metal Walkers. Pay attention to their advice, because more often than not the unit they're speaking of will be used by the next Metal Master you encounter. Learn the weaknesses, then buy those capsules.





When you defeat the Metal Master in the Army Area, he'll give you a Marine Core Unit. You won't have time to gloat over your victory for long, however, as Emil will be immediately kidnapped by a gang of thugs and taken across the water. Ready your Marine Unit and hit the surf.

BATTLE ARENA

Before racing after Emil, take a look at the map and head south to the small island where the Battle Arena is located. (Don't worry about Emil, she'll be safe until you rescue her.) You can manually set your capsules at the Arena, so you want to go there as quickly as possible.



The Battle Arena isn't just a table for one. You and a buddy can duke it out there, as long as you each have a Metal Walker Pak and one Game Link Cable. You can't battle right away, though. Each of you must reach the Battle Arena in the one-player mode before linked slugfests are possible.

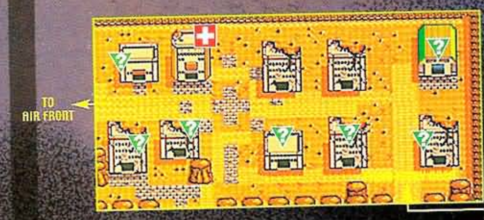




Once you've traveled over the seas and to the Arena, you can use an escape hatch to move back and forth between there and your Base Camp. The Battle Arena is a great place to gain levels—you can restore your HP at the machine in the lobby after every skirmish, and the enemies give a lot of experience points.



Talk to the guy in the corner to set capsules to manual. To switch your capsules' order, go to the item screen, press Start by a capsule you wish to move, scroll to the one you want instead and press Start again.

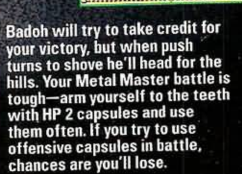


NORTH HEAD TOWN

After a brief respite in the Arena, go back to the Army Area and move west until you encounter North Head Town. It's a rather quiet place, but the locals are a bit sketchy. Talk to them all, then load up a Marine Core Unit and move west across the water.

AIR FRONT

The town of Air Front isn't for the faint of heart or the low of level. If you find yourself constantly being scrapped, walk back and forth in front of your command base until you gain a few levels.

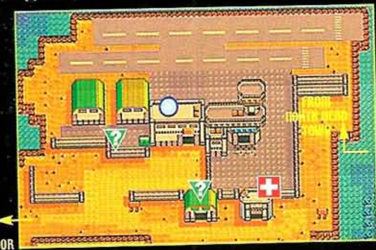


Once again, the townspeople are dropping helpful hints. Don't get caught up in battling with capsules, however. You can usually do more damage by simply smashing into your opponent.



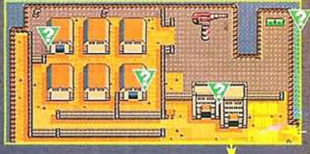


Badoh will try to take credit for your victory, but when push turns to shove he'll head for the hills. Your Metal Master battle is tough—arm yourself to the teeth with HP 2 capsules and use them often. If you try to use offensive capsules in battle, chances are you'll lose.



BLUE HARBOR

West of Air Front is the bedroom community of Blue Harbor. If you meet Emil there after your dramatic rescue, she'll use her powerful connections to search for your father. Once she finds him, head south for Radar Base A, but check out the computer program, Eriko, before you leave.



TO RADAR BASE A



RADAR BASE A

It's a trick. Get an axe. What Emil thought was your father was just your rival Metal Master wearing Dad's ID helmet. Teach the imposter a lesson in family values and send him packing.





The plot thickens when your defeated foe reveals that a man with your dad's name is actually an evil Metal Master. Grab the fallen warrior's Land Core Unit, snag all the recipes in the Radar Base and then make tracks for the Desert Land.

DESERT LAND

Don't be fooled by the Desert Land's diminutive size. Sometimes large evils hide in small places. Though you'll have Emil and Badoh by your side, it's a safe bet that you'll need to handle any battles solo.



Since you are in the Desert, land-based Walkers will be plentiful. Your Marine Units will be particularly handy there, though your movement level will suffer. We've said it before, but it bears repeating: Make sure you have plenty of HP 2 capsules ready before you enter the cave.

RADAR BASE B

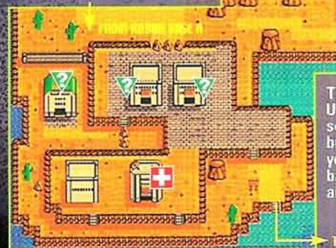
You're not required to pay a visit to Radar Base B, but there are so many special treats inside that it's well worth the stop. Head south from South End City and over the water to reach the secret base.



Not only will you track down a special Sky Core Unit in Radar Base B, you'll locate a number of tasty recipes that translate into fairly powerful attacks. Be aware that you'll need three Air Core Units to explore the base fully and three Marine Core Units just to reach it.

WEST SIDE CITY | CHROME HARBOR

You won't find Core Units in Chrome Harbor or West Side City, but they are great places to build levels. Look for the B. Lance—it's a tough fight, but it'll dish out massive amounts of experience points.

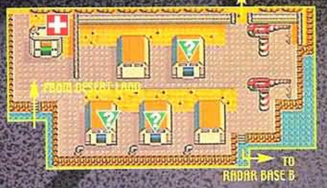


There is a special Core Unit waiting for you to the south of Chrome Harbor, but you can't reach it just yet. You'll need to come back when you round up another Marine Core Unit.

RED HARBOR

The worst thing about Red Harbor is that it's a peaceful town where not much happens. Actually, that's the best thing about it, too.

TO EVER GREEN



EVER GREEN

Ever Green is the one area of Rusted Land that doesn't look like a cesspool. Trees are plentiful there, as well as angry guardians who want to ensure that you won't destroy them.





Make sure your HP is full before entering Ever Green, because you'll face a boss battle right off the bat. Air Core Units will work especially well. Afterward, meet up with Dolfi and his sister, Marina, to discover more about your father. He'll also fork over a Marine Core Unit.

BRONZE ROCKS

Per Dolfi's suggestion, the next leg of your journey takes you to Bronze Rocks, a perplexing maze of caves, old mine cars and enemy Walkers. You're also only a step away from a confrontation with your missing father.





Naturally, there's no confrontation. Just as you're about to scrap with the old man, another Metal Master takes his place and challenges you to a duel. Use your Marine Core Units to give him what for.



Getting through the Bronze Rocks can be a challenge, so take a close look at the map to the left. The numbers signify cave openings, so if you enter by number one, you'll pop out by the other number one.

ENERGY PLANT

Another day, another kidnapping. This time it's Marina who gets snatched up by goons. Get your Air Cores ready and hightail it to the Energy Plant. Once you arrive, use your most powerful Cores and get ready for a brawl.



As a nervous traveler warns, the enemies become much more difficult in the final two locations. A good strategy is to abandon attack capsules altogether and arm yourself exclusively with HP 2s.





Deep in the heart of the Energy Plant, you'll find a Sky Core Unit for the taking. Of course, you'll have to battle an angry Metal Master for it first. His Walker is particularly powerful—be sure to hit it from an angle, or it'll bounce right back and turn your Walker into rubble.

THE SPECIAL CORES

There are three Special Core Units scattered throughout the Rusted Land, some of which have already been mentioned. The Units aren't combined with other Cores; rather, they act as three Cores in one, creating an incredibly powerful fighting machine for your stomping pleasure.



The Special Land Core Unit can be found in Muddy Lake, but you'll need to possess three Marine Cores before you can reach it.





The special Marine Core Unit can be found on a small island to the west of Radar Base B, near South End City. The special Sky Core Unit awaits you inside Radar Base B.

NEO CITY

Your final battle takes place in Neo City, the source of the Rusted Land's current woes. Your father must be close, especially since you've already looked everywhere else.

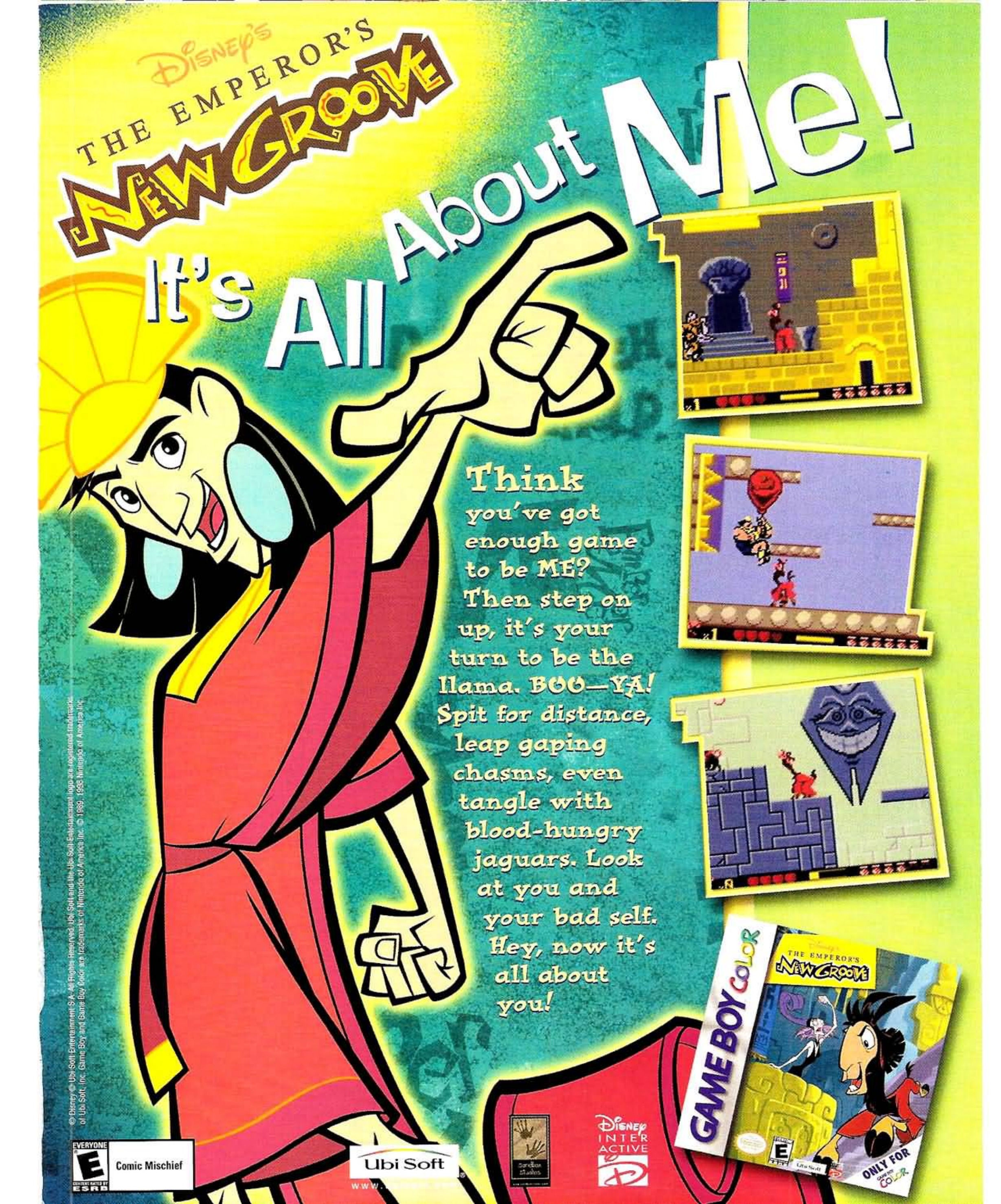




A change in strategy will be necessary for Neo City. The walls there actually cause damage to wayward Walkers, so you won't be able to use them for angled shots or multiple hits. On the plus side, they do damage to your enemies as well. The special Land Core Unit will serve you well there.

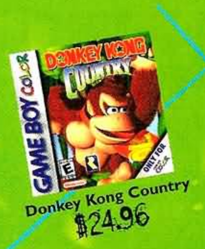
RUST IN PEACE

The world of Metal Walker certainly lives up to its name: There's a lot of stray metal, and you do a lot of walking. Aficionados of collection-based games such as Pokémon will find a lot to like, while the unique system of battle helps it stand out as a complete game unto itself. There's also a whole lot of game packed into Metal Walker—more than 40 hours of play and that still left plenty of scan data and recipes left to collect. It's a well-thought out game for the patient, and fans of the genre will certainly cheer Capcom's latest winner.



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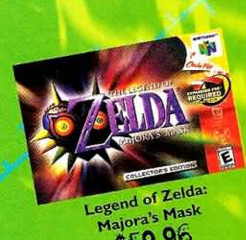


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STAR WARS® EPISODE I OBI-WAN'S ADVENTURES™

MY KINGDOM FOR THE FORCE

THQ's Game Boy Color adventure chronicles all of young Obi-Wan Kenobi's exploits in the film, Star Wars: Episode I *The Phantom Menace*. Spanning nine levels, Star Wars: Episode I: Obi-Wan's Adventures covers the same ground the Padawan learner traveled in the movie, taking Obi-Wan from the opening droid battle aboard the Trade Federation Ship to his fateful duel against Darth Maul. As in the movie, Obi-Wan's journey isn't an easy one, and this month's intergalactic guide covers the trouble spots with partial maps and the tricks of the Trade Federation.





WAYS OF THE JEDI

It'll take more than Jedi mind tricks to stop the underhanded Trade Federation from carrying out its plot against Queen Amidala's kingdom. To keep the threat a world away from Naboo, load up on collectibles and use the Force.

Health



The top meter on your screen keeps track of your health. Each health power-up you find will refill three notches on your meter. The meter tops out at 10.

The Force

Obi-Wan's telekinetic power is measured by the lowest gauge on the screen. Collect the energy spheres to replenish your psychic energy.

Going Mental



Hit Select to arm a new weapon. If you use the Force, arrows will highlight the nearest object that you can move with your mind. Tap A to use the Force to levitate objects and droids.

Blaster Ammo

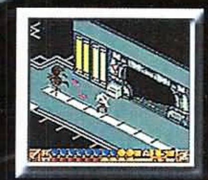


A shot from your blaster is more powerful than a slash from your lightsaber. The trade-off is that you have limited ammo. A refill power-up will add 10 rounds to your gun.

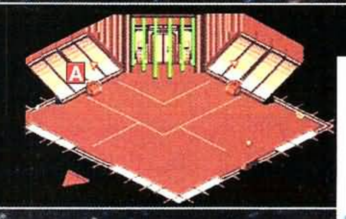
TRADE FEDERATION SHIP

With trade negotiations taking a dangerous turn, Obi-Wan must warn Queen Amidala that her planet is in danger. Turn the Federation's battle droids into scrap metal and slash the inoperative fan to enter its duct so you can venture deeper into the spaceship.

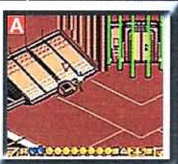
Deflecting Lasers



When you're wielding your lightsaber, repeatedly tap A to bat enemy laser fire back into the assaulting droids. The roly-poly destroyer droids boast shields, so bounce a heavy barrage of lasers into them to destroy them.



Control Panels



To disable the laser barrier, activate the top-left control panel, the bottom-right terminal and then the top-right control panel.

Power Walking



The electrified sections of floor pulse on and off. Make a break for it when the floor isn't charged, and play it safe by jumping as you cross.

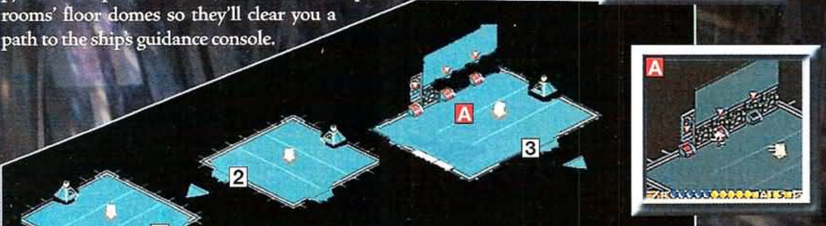
TRADE FEDERATION LANDING CRAFT

Trapped aboard the enemy craft, Obi-Wan must force the ship to land. To commandeer the ship, you must destroy the three Repulsor Field Generators shown on the small maps below. Once you've short-circuited the pyramid-shaped terminals, slash the subsequent rooms' floor domes so they'll clear you a path to the ship's guidance console.

From All Sides



If you're surrounded, rapidly hit A to keep enemy fire from hitting you. As you deflect the shots, the surrounding droids will be easy targets for the lasers that ricochet off your lightsaber.



Repulsor Field Generator

Before you can destroy the generator at point A and disable the laser barrier on the large map, you must turn on the computers. Activate the terminal on the right first, the one on the left second and the middle one last.

Main Guidance Console




Once you've battled the droids guarding the cockpit, destroy the control panels. A few good hits will overload the entire system's circuits.

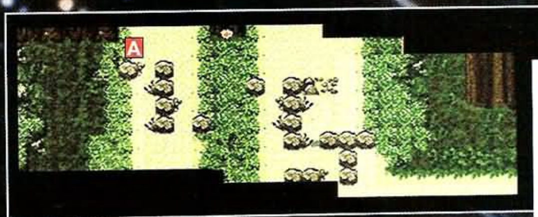
NABOO SWAMP

Destroying the Trade Federation Ship's guidance console proves to be a little extreme. The ship's controls go on the fritz, and the craft crash-lands into a boggy corner of Naboo. Trade Federation battle droids are awaiting your arrival and will attack from the get-go, so come out swinging your saber.



Swamp Birds

The wildlife of Naboo isn't used to visitors, and its pink birds will try to drive you away by pecking at you. Since they circle around their prey, you'll have difficulty hitting them with your blaster. Slash them with a sweep of your lightsaber instead.





That Sinking Feeling

As murky as Yoda's Dagobah home, the Naboo Swamp is flooded with quicksand. Get past sticky situations by hopping across the stepping-stones sitting in the muck. Some rocks will sink under your weight, so cross the sludge quickly.

NABOO SWAMP AND SACRED PLACE

The Gungan craft at the end of Level 3 will help you reach Coruscant, the capital of the Republic. Arm your blaster and maneuver the ship through the bog, steering clear of the spherical mines the Federation has plunked in your path.



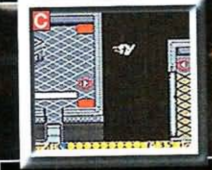
Forced Entry

Use the Force on the mine at point A. When you telekinetically place it by the log that jams the waterway, you'll blast the log into sawdust, enabling you to continue your tour of the bog.



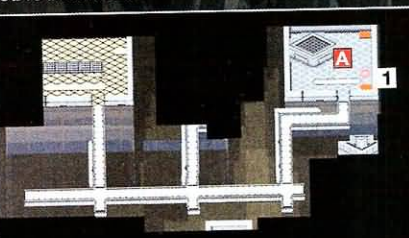
CORUSCANT

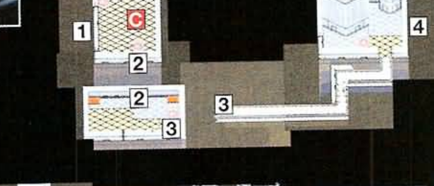
Bounty hunters have infiltrated the capital city and will try to stop Obi-Wan from reaching the Jedi Council. The Jedi Temple towers high above the rest of the city, so you'll have to traverse catwalks and leap to ledges to reach the Jedi Masters, Knights and Padawans who await the Trade Federation news you've uncovered.



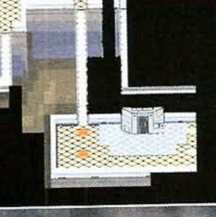
Jump Pads

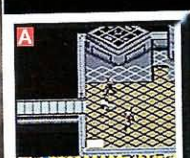
Arrows adorn the floor pads, and when you step onto one, it will launch you where it points. Press the Control Pad in the direction the floor pad points, so you'll ensure that you'll clear the gap you're jumping across.











Bounty Hunters

You'll often have to defeat all enemies on screen before you can proceed to another area. Once you've defeated all of the enemies patrolling the platform, head for the jump pad to leap to area C.

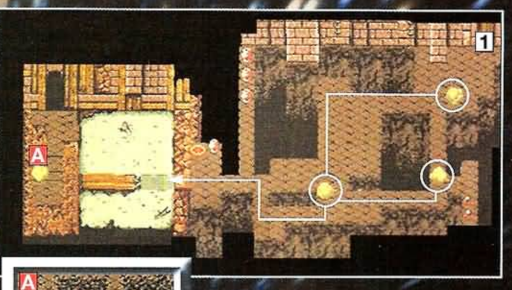
B Blown Away

Puffs of air regularly blow out of the vents lining the catwalks. Monitor the pauses between the jet streams' outbursts to figure out when you can breeze by safely.

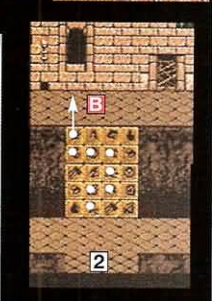
CATACOMBS OF THEED

With the Jedi Council informed, Obi-Wan returns to Naboo to liberate Queen Amidala's kingdom and the city of Theed. To evacuate her highness from the city, you must find a secret and safe path for her to take. Navigate and secure the city's ancient catacombs to forge an escape route for the queen.









Breakaway Tiles

When you walk through the door at 1, remember the hieroglyphs that appear on the tiles and keep track of their order. Behind the door at point 2, step on only the hieroglyphs you saw in the previous room (follow the dotted path on the map). If you step on any other tile, you'll fall through it.

Rolling Stones

By placing a boulder at point A on the map above, you'll weigh down the switch that opens the door at point 1. To place the boulder at A, use the Force and reposition the three rocks along the paths drawn on the map.

STREETS OF THEED

The Trade Federation troops have captured Queen Amidala and her citizens. Explore the city to find the hostages, then free all of them before making your way to the assault tank at the end of the level.



Freeing the Hostages

The hostages are the people draped in dark garb. To free them, you must keep them out of the crossfire and defeat all of the droids in the immediate vicinity.



Hijacking the Tank

The Trade Federation tank parked in the hangar at the end of the level is your ticket into the palace grounds. Though you won't get to pilot the tank in the game, you must find it to complete your mission.

QUEEN AMIDALA'S PALACE

The palace takeover was an easy victory for the Trade Federation since Queen Amidala's kingdom has no army. Her palace isn't without security measures, though, so you must activate her computer terminals in the proper order to penetrate the palace. Turn on the second terminal first, followed by the third one and then the first.



Bed of Roses

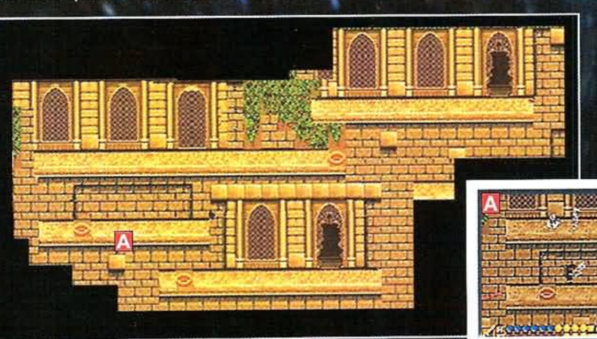
The elegant palace grounds are landscaped with beautiful gardens. Pesty droids infest the greenbelts, and you'll be safe from their attacks if you stand behind a hedge. Colorful rosebeds, on the other hand, won't shield you from attack.





Inside the Palace

Destroy the droids that have infiltrated the queen's palace. When you've beaten the buckets of bolts, look for tall stained glass windows that stretch to the floor. If you shatter one, you'll be able to exit through it.



Save the Queen

Using the jump pads, work your way across the castle's ledges. Queen Amidala is trapped behind one of the breakable windows.

FINAL BATTLE

Obi-Wan's Episode I odyssey ends with a battle between the good side and dark side of the Force. Evil Darth Maul threatens the balance of the Galactic Republic, and he awaits a duel with Obi-Wan in the game's final area, Level 9. The arena contains only three health power-ups, so seek them out if the Sith Apprentice has got you on the run.





Four Destroyer Droids

Darth Maul is in the neighboring room. If you want to duel him without risking any health, you should avoid confronting the four destroyer droids guarding the first room.

Darth Maul

Occasionally, the Sith Apprentice will hunch over to take a breather (especially if you use the Force on him). The best time to strike is when he stops to catch his breath.



OBI-WAN'S WIN

While *Star Wars: Episode I: Racer* was about Anakin Skywalker's shining moment in *The Phantom Menace*, THQ's game is the first Nintendo Jedi game to highlight Obi-Wan's side of the story. Taking you from outer space to Naboo to Coruscant to Theed, Obi-Wan's nine-level adventure captures enough of the action and story of Episode I to please any Star Wars buff. And better yet, Jar-Jar Binks makes only one brief (and silent) appearance!



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ROBOPON™

BUILD'EM, COLLECT'EM, TRASH'EM!

Picture intelligent motorcycles and mechanical canines battling each other until one of them is left for scrap metal. In a nutshell, that's Atlus's Robopon: Sun Version for Game Boy Color. The robo revolution is about to begin.

ROBOPON WORLD

One day you'll wake up to find that gramps has put you in charge of the family Robopon business. Your goal will be to become the greatest Robopon collector on the island, and Nintendo Power will show you the road to success.

Arm-Type

Arm-type Robopon can equip parts and software, and they're great attackers. Collect the different types of Robopon by catching them, trading for them or buying them.

Move-Type

Move-type Robopon are quick and can jump well. They're particularly good in skill games like Jumper and Speeder in the Genesis 5 competition.

Boot-Type

Although Boot-type Robopon can't equip software and parts, they have high defense ratings. Many Boot-types and other types of Robopon can evolve, as well.

BUILD 'EM

NAME	SOFTWARE	SPECIAL EFFECT
STEAM	Fire + Water	Gives enemy Fever status
SHORT	Water + Thunder	Gives enemy Rust status
BLACK	Sky + Shadow	Stops Evil-type damage
SMOG	Sky + Gas + Virus	Blocks Sky-type attacks
LOVE	Light + Kiss + Kiss	Drains enemy's HP
ANTI	Down + Pulse + Power	Reduces enemy's EP
FLY	Speed + Wind + Power	Removes you from battle
BARRIER	Pulse + Pulse	Gives you Barrier status
FEAR	Evil + Evil	Gives enemy Bug status
SMOKE	Fire + Oil	Gives enemy Fog status

When you combine different kinds of software in a Robopon, you may create special combination techniques. If you equip Fire and Water software, you'll get a Steam combo, which may cause foes to overheat. In all, there are 150 different combinations. You can get them all by pairing each type of software with every other type. The chart above gives you a glimpse of the variety of possible effects.

TRASH 'EM

● Excellent △ Average
○ Good × Poor

	Nor	Fi	Wa	Wi	Ea	Th	Ice	Hol	Evl	Grd	Sea	Sky
Nor					×			○	○	△		
Fi		×	△	○			●					
Wa		○	×		●	×						
Wi		△		×	×				○			○
Ea		○		○	×	×					×	×
Th			○		×	×				△	○	●
Ice							×			○	○	○
Hol								△	●			
Evl								●	△			
Grd	○										●	×
Sea	○									×		●
Sky	○				○					●		

Each piece of software has one of 12 attributes such as Fire or Water. When you face opponents, the game compares the attributes that your Robopon has with the attributes of the Robopon you're facing. You may have an advantage, a disadvantage or no advantage at all. Use the chart and key to see how the attributes compare. Your Robopon are on the left and your opponents' are across the top. The types are Normal (Nor), Fire (Fi), Water (Wa), Wind (Wi), Earth (Ea), Thunder (Th), Holy (Hol), Evil (Evl), Ground (Grd), Ice, Sea and Sky.

TOWN TALK

In Robopon, all the action takes place in towns. Each town has shops and facilities, and there are often special dungeons or towers where battles take place, too. Talk to all the people to get clues. Some of them may even give you free Robopon.

Item Shop



Buy useful items such as Light Oil and Barmagnets in the Item Shop. Shops in towns that you visit later in the game may have more potent and more expensive items.

Repair Shop



The man in the Repair Shop will return your active team of Robopon to full working order in just moments. All you have to do is walk up to him and get the treatment.

Laboratory



The Laboratory serves several functions. Take your Robopon to a lab when the robot is ready to evolve. After you've invested money in a lab, you can go back to buy Robopon there.

Parts & Software



One clerk in the shop sells parts while the other sells software. Pay particular attention to the amount of RAM the software requires and whether you can equip particular parts on your Robopon.

Healing Ponds



Look for small ponds in towns, dungeons or towers. If you stand at the edge of the pond and push your A Button, you will restore your Robopon to tip-top shape.

Time Zones

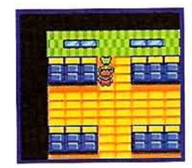
Continue
New Game
▸Set Date/Time
President JAKE
Robopon Collected 8
Gold 10460G
Play Time 053:53

Certain areas of the game are off-limits except at certain times of the day. You can get around that problem by resetting the game's clock using the Set Date/Time menu option.

EXPLORE!

Useful items are lying around the island. Look for them in chests, flower pots and stuffed bears and on the ground. Some of the items bears hold may turn out to have a negative effect.









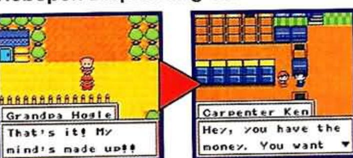
Your quest to become the Legend #1—otherwise known as the best Robopon champion on the island—begins in your home town. Your family business is in Capri, so you'll return often to build new facilities and try your hand at the Genesis 5 minigames.

Good Morning



When you begin the game, big things are afoot and your fortune is about to change for the better. Never mind waking up to the sounds of Robopon battling behind your house.

Robopon Dispatching Co.



Grandpa Hogle, having had enough of the Robopon-beat-Robopon world, will leave you the family company. He'll also leave you some money and a Robopon named Sunny. From those humble beginnings, you can collect up to 150 Robopon and build the company HQ into a towering success by adding new floors.

Bisco's Bullies



When Bisco's gang starts giving Lisa a bad time, you'll have to stand up to them and give them what for with a Robopon battle. Use one of Sunny's special moves instead of the less powerful standard attack.

The Elite 8



Visit the Elite 8 in the following order: Rena, Sandy, Maya, Yoko, Riz, Hiromi, Meg, then Rena, Meg, Sandy, Hiromi, Maya, Riz and Yoko, and finally Janet. You'll earn the powerful Golden Sunny Robopon!

LIBRA TOWN

The first new town you'll visit is Libra Town. In Libra, you'll get a real taste of Robopon battling. The big event is a tournament headed up by Bisco, and to enter the tournament you must earn the Participation Certificate by defeating all the teachers in the school.

Rena of the Elite



You'll meet Rena in Libra Town. She is one of the Elite 8, and she is desperate to add a Gidget Robopon to her collection. Return to Rena once you have a Gidget.

Northern Trail



Head north through Libra Town to a passage that's blocked by two of Bisco's buddies. Show them a thing or two. If you defeat them, you'll have access to the school building.

Genesis 5



Back in Capri Town, behind the reception desk of the Robopon Dispatching Co., you'll find five skill games that you can use to win money, items and experience. Compete in the Jumper game to make lots of dough.

Basement Battles



To the left of the school you'll find the basement stairs. You'll also find collectors and wild Robopon that you can catch. The girl by the stairs is always willing to fight—a great way to build up experience.

Libra School



You must defeat each of the seven teachers to fill up your card and earn the Participation Certificate that lets you enter the tournament. Once your card is full, see the Principal in the basement.

Tournament Time



Bisco won't be pleased to see you, and he has three Level-6 Robopon to back him up. If Sunny is at Level-9, you'll win easily. In most Robopon battles, the higher-level Robopon will win.

TAIL CASTLE

Tail Castle is the center of the continuing battle to determine the status of the seven legends of Robopon fighting. Prince Tail is Legend #1, but you won't fight for #1 status for a long time. Your first trip to Tail Castle will be to compete for the title of Legend #7.

Riz of the Elite



Riz of the Elite 8 has her heart set on getting a Robopon called Whacky. If you find a Whacky and give it to Riz, she'll trade you a Filrup.

Robopon Dome



The Robopon Dome is a large building to the east of the castle. Inside, you'll find a crowd waiting to see a legendary battle. Most of the legendary battles take place in the Dome.

Legend #7: Bisco



Bisco will challenge you with Urchy, Razor, Granit and Hexbot. If Sunny is Level-9 and you have some extra Oil, you'll win the title and earn Gasoline, 72 Experience and 1,200 Gold.

CALEYU TOWN

Caleyu Town is the home of the broadcasting industry on Porombo Island. You'll discover that the townsfolk are obsessed with Miss Amron, a TV star. You'll have to explore the two TV towers and talk to all the starstruck people. Caleyu is the gateway to Vanza Village.

Sandy of the Elite



Sandy will be looking for a Robopon known as Rotor. She'll trade a Robopon named Card for Rotor. It shouldn't be very hard to set up the trade since Rotor is found in several battle areas.

Big Tower



The Big Tower will be full of Amron's fans. Battle them to gain experience. You'll be able to collect wild Robopon, as well. Later, you'll open a stairway to higher levels of the tower.

Dude's Lamp Store



The little shop to the left of the Big Tower is Dude's Lamp Store. Dude wants the rare Sea Grape that is found in Vanza Village. He'll give you a lamp if you bring him the grape. The lamp will light your way in Eraboo Cave.

Small Tower



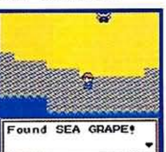
The Small Tower is the doorway to Vanza Village. If you turn on the old 27" TV and step into it, the TV will warp you to the seaside village and open a normal route back to the rest of the island.



VANZA VILLAGE

Vanza Village will have some surprises for you. If you return to Caleyu and talk to Dude, he'll tell you about the Sea Grape. Then, on the second trip to Vanza, you'll find shallow water full of items. The entrance to Eraboo Cave is nearby.

The Shallows



If you wade around in the shallow water by the shore, you'll find the Sea Grape and plenty of other items. Those secondary items may be useful down the road, so save everything in your Garage. The Pearl is worth 10,000 Gold.

Eraboo Cave



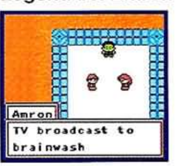
Light up the dark cave with Dude's lamp. To the left is a healing pond. To the right and down a level is a puzzle. You can push the rocks into the holes to block the water and reveal the stairs.

Warped TV



You'll come to another TV that can warp you through space. In fact, you'll enter a series of TV warps that will lead you back to the Big Tower in Caleyu. The mystery of the satellite dishes will be solved!

Legend #6: Emron

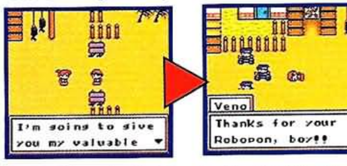


The guard on the stairs will want to fight a Genesis 5 battle. After defeating him and several others, you'll face Amron in the Dome for the title of Legend #6 and earn 221 Experience, 3,400 Gold and a Unibot.

CAROL VILLAGE

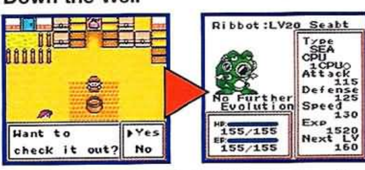
Your next challenge will be in Carol Village. The dastardly Smiley Group rules the desert town, and someone needs to send the thugs packing. You'll also visit a mechanic and jump down a well to reach a system of passages.

The Smiley Group

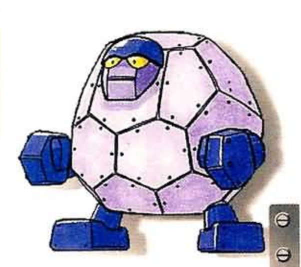


Veno and his go-kart buddies will pick a fight. They'll make off with the Dosbot that you got from the little girl at the entrance to the village. You'll have to look for them and the stolen Robopon at their hideout at Grease Mountain where Mr. Wild will be waiting for you.

Down the Well



If you jump inside the well in the middle of town, you'll find wild Robopon and a guy named Hunter who is guarding a treasure chest. Use a remote control to unlock the chest. The prize in the chest will be different depending on the remote control device that you use.



COOLS TOWN

Smiley's Group holds sway over the small town of Cools. It will be up to you to clean up the place. After defeating the gang and their Cycool Robopon, the mayor will let you go down to the underground village.

The Gang's All Here



Five members of Smiley's Group will challenge you. Four of them will fight you with a Level-17 Cycool and one with a Level-19 Speedy. Their Accel attacks may make it difficult for you to get a hit unless you counter with Smoke or Fog.

Maya of the Elite



You'll find Maya sleeping in the underground town of Cools. Wake her up—she'll tell you that she's looking for a Robopon named Card. If you have Card, trade it to her for a Robopon named Pirate.

Mr. Mayor



The Mayor of Cools appears once you've given the boot to Smiley's Group. He'll lead you underground and address the citizens of the hidden town. You'll find shops and people with information.

The Lost Wrench



The Mechanic will reveal that the Golden Wrench is in the well. If you want him to convert a Unibot into a Cycool, you'll have to go after the valuable tool. Once the conversion has been made, you'll be able to reach Grease Mountain.



GREASE MT.

The hideout of the Smiley Group is in the desert along the northern shore of the island. You'll ride your new Cycool around in the desert, but the real action is in the cave to the north. Eventually you'll challenge the Legend #5.

Cycool



Use the Cycool to cross the desert sands, looking for wild Robopon as you drive around. Even with the Cycool, you won't be able to drive up the slope until you have Speedy.

Rock Drop



Climb to the top level in Grease Mountain and push the rocks through the holes in the floor. That will open up the path to the man on the bottom level who needs a bomb. Return once you've found the bombs in Ghana Lake.

Invisible Holes



The rock chamber has hidden holes that will slow your progress. Every light spot on the floor in the chamber below corresponds to one of the holes. Avoid the holes to reach the door in the far wall.

Secret Passage



The man at the bottom level of the mountain cavern knows that a great treasure is just beyond his reach. He'll need your help to get to it. After you get a Blue Bomb in Ghana Lake, return to see the man.

Step up to Speedy



When you leave the mountain, you'll face another of Smiley's gang. From him, you'll learn about a man in Carol Village, and that man will tell you about Joe in Cools Town. Joe can turn Cycool into Speedy.

Legend #5: Mr. Wild

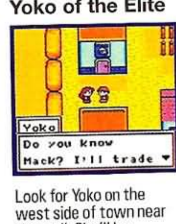


You'll have to defeat Ven at the hideout on Grease Mountain before you meet Mr. Wild in the Dome. Wild will bring out Dosbot, Snipes, Mack and Deemo. Your victory will win the release of the Dosbot.

DINE TOWN

After taking the title of Legend #5 from Mr. Wild, you'll be able to go to Dine Town beyond Vanza Village. The fortress townspeople live in fear of a person named Kamat who is raising an army. Stock up with powerful parts and software at the local store.

Yoko of the Elite



Look for Yoko on the west side of town near the wall. She'll be searching for a Robopon called Pirate. In return for your Pirate, she'll trade you a Whacky.

Kamat's Army

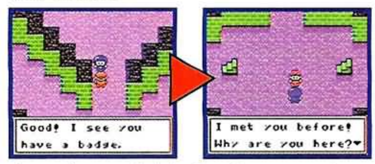


Sign up for the army in the large house at the south end of the town. It will cost you 1,000 Gold when you join. Choose one Genesis 5 discipline to join, such as the Jumper or Puncher Squad. If you pass the preliminary test, you'll be able to move on to Apollo Fort and Poro Village.

APOLLO FORT

Kamat's fort contains six towers where you'll have to prove your skill at the five Genesis 5 competitions before meeting Kamat. You'll also find stores and other buildings where you can replenish HP and buy items. The towers are a great place to earn Gold.

The Towers



Once you've earned a badge from the testers at the recruitment center in Dine Town, you'll be able to enter the tower in Apollo Fort for the same discipline. Inside the towers, you'll find soldiers willing to fight in that discipline. You'll also find wild Robopon with levels in the mid-20s.

Legend #4: Kamat

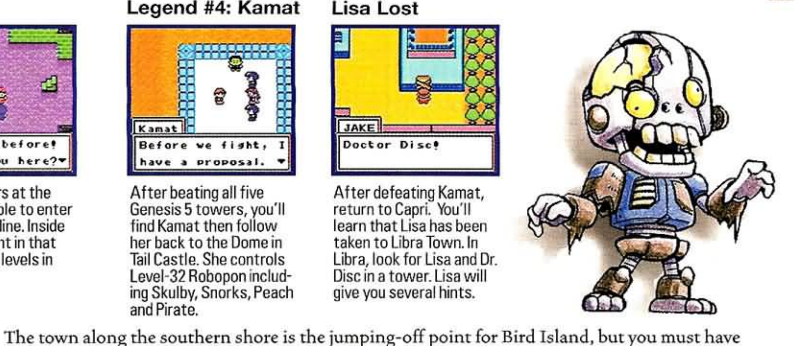


After beating all five Genesis 5 towers, you'll find Kamat then follow her back to the Dome in Tail Castle. She controls Level-32 Robopon including Skulby, Snorks, Peach and Pirate.

Lisa Lost



After defeating Kamat, return to Capri. You'll learn that Lisa has been taken to Libra Town. In Libra, look for Lisa and Dr. Disc in a tower. Lisa will give you several hints.



PORO VILLAGE

The town along the southern shore is the jumping-off point for Bird Island, but you must have a flying Robopon to make the trip. Look for very powerful parts in the Parts and Software Shop. Using Dosbot, you can dive into the pond in the north.

Hiromi of the Elite



Hiromi is looking for a Robopon that fits with her wardrobe. Apparently, Filrup is just the robot to complete her look. You can trade Filrup for Boiler. Later, she'll ask you for Scortch.

Bird Island



Once you have a flying Robopon such as Pegs, you'll be able to soar across the water from the dock in Poro Village to the dock on Bird Island. Follow the trail on the island until you reach a cave.

Bisco Returns



In the caves, you'll encounter many Flying-type Robopon such as Cluck and Rotor. Follow the trail until you reach Bisco, who will battle you with Urchy, Razor, Granit and Hexbot. You'll win a Level-40 Rudy.

GHANA LAKE

The strangest town on Porombo Island is Ghana Lake. It's an entire town that sank into the lake after an accident with a bomb. The tenacious townsfolk, rather than leave their town, took up an aquatic lifestyle. As you explore Ghana Lake, look for hidden bombs.

Take the Bait



You'll get a free rod and tackle box at the store near Ghana Lake, but you'll have to buy the most expensive bait, Sukiyaki, if you want to get more than a nibble.

Look What I Caught!



A boy from Ghana Lake will grab the Sukiyaki and pull you underwater. To make up for the inconvenience, the boy's mom will give you a snorkel so you can stay in the underwater town.

Bomb Town



Look for bombs in the houses of Ghana Lake. If you find the old bomb maker's house in the north part of town and one other house with hidden bombs, you should discover four bombs in all.

Disc Developments



Return to the tower in Libra Town and use one of the Red Bombs to blow up one floor of the building. Lisa will encourage you to find more bombs so you can finish the job.

Accidents Will Happen



Return to Ghana Lake. The boy who loves Sukiyaki will drop a bomb and make the town reappear on the surface of the lake. Take the unguarded stairway and follow the maze to reach every bomb.

Legend #3: Dr. Disc



Blow up the remaining floors of Dr. Disc's tower. Once you've brought him down to earth, he'll be happy to face you. He'll use Crowle, Gello, Zap and Stinky. Winning will earn you 4,400 Gold and 370 Experience.

MEIJI FORREST

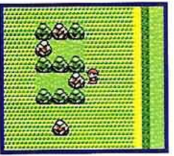
Follow the instructions on the signs with care. If you do, you'll open up a path to the laboratory of Professor Donald in the eastern part of the woods.

Sam, I am



Donald's assistant, Sam, believes that a Brownie (a type of woodland fairy) will appear at 6:00 p.m. near the cave entrance. Meet Sam at the cave at the appointed time to see if he's right.

Brownie Points



Enter the cave and look for Old Man Brownie. You'll have to solve the puzzle of the stones by placing the stones in such a way that they form the numerals 2, 3, 5, 6 and 9. Doing so opens a door to the fairy.

GOLD PLANE

After defeating Dr. Disc, you'll witness Prince Tail's confrontation with Dr. Zero—a shadowy figure from the past. You'll have to go to Gold Plane to help free the princess.

Dr. Zero's Plan

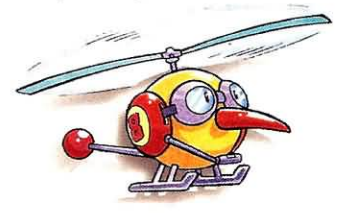


The evil Dr. Zero is bent on reclaiming the status of Legend #1, and he won't fight you unless you prove yourself by defeating his cadre of mechanoids.

Zero's Heroes



You'll have to defeat three tough mechanoids, each with three tough Robopon at Level 45. Even if you win, Dr. Zero will delay the inevitable battle. He'll fly to the Owari Forest, leaving you behind.



OWARI FORREST

Dr. Zero hopes to trap you in a cunning maze in the Owari Forest, and Princess Darcy and Prince Tail are counting on you. Oddly, it will be Bisco who helps you fulfill your destiny.

Dr. Zero's Mad Plan



When you meet the evil doctor again, he will reveal his insane ambition to crush the Tail Kingdom and rule the island with his own iron fist. Suddenly, Zero's flying saucer will become part of the growing Zero Castle.

Top Down



You'll find yourself on the 10th Floor of Zero Castle with Bisco. Take the warp pad to the 6th Floor, then wind through the maze to the warp pad to the left. On the 1st Floor, the exit is down and right.

The Prince and the Madman



Go to the Dome where Prince Tail will have just lost to Dr. Zero in battle. Before you can challenge Zero, however, you must get the title of Legend #2 from the defeated prince, who is hiding at Cherry Hill.

CHERRY HILL

The secret hideaway of the royals is a great place to raise the levels of your Robopon. You'll need to use Speedy to reach the top of the hill. In the cave, you'll meet Prince Tail and search for an important treasure.

The Prince



The prince has been training in the caves, raising his Robopon to higher levels so he can face Dr. Zero and reclaim his throne. He will tell you that you must meet him back at the Dome.

The Training Caves



Train your Robopon in the cave. You can also find a treasure there. At first, head to the right and down. Give Tim some noodles to set up the rocks, then fight Hunter for the Teardrop of Morris.

Legend #2: Prince Tail



Prince Tail will bring out Level-50 Seabee, Puff, Draco and SSTbot when you meet him back at the Robopon Dome. Princess Darcy will be imprisoned in a mirror when Prince Tail confronts Dr. Zero.

ZERO CASTLE

At last, you'll face your ultimate challenge. As the Legend #2, you'll have the right to battle Dr. Zero for the title of Legend #1. Go to Zero Castle to meet your destiny and save the kingdom. The battle will take place at the top of the castle in the Zero Dome.

Legend #1: Dr. Zero



Meet Dr. Zero in the Zero Dome for the final battle. Dr. Zero will use G-Bot, GY-Bot, GGTbot and Brute all at Level 57. After he is defeated, Dr. Evil will try to blow up the tower, but help will be on the way.

All's Well



Your final duty will be to return to Tail Castle to receive the laurel of Legend #1. You'll get the Championship Belt, too, so you'll be able to enter Title matches. After the credits roll, return to the castle to free Darcy.



THE SUN SETS

The similarities between Robopon and Pokémon are not coincidental. Hudson Soft set out to create a simplified version of Nintendo's hits. The resulting game features 150 Robopon and lots of modifications, adventure, puzzles and exploration. The Star Version of Robopon isn't scheduled for release in North America, so some of the trading elements will be watered down. Although Robopon isn't nearly as polished as Pokémon, it should keep you busy for 30 hours or more, and that's not bad for a Game Boy Color title.



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Blossom, Bubbles and Buttercup are hitting Game Boy Color with a one-two punch. It's your turn to help them save the world before bedtime.

Girl Power!

Sugar, spice and everything nice combine with Chemical X to make the Game Boy Color debut of Cartoon Network's Powerpuff Girls. Paint the Townsville Green and Bad Mojo Jojo are the first two of three games to feature The Powerpuff Girls, and each puts a different member of the terrific trio in the lead. Published by Bam! Entertainment, each game features five levels of fist-flying action plus bonus levels that you can unlock by watching "The Powerpuff Girls" show and electronic trading cards that you can collect and trade with other Powerpuff Girls players.

EVERYONE E CONTENT RATED BY ESRB

Powerpuff Power-Ups

As you sweep through Townsville in an effort to rid the city of evil doers, you can collect a load of helpful items that will give you power, energy and more crime-fighting opportunities.



Candy Heart

Hearts represent your energy. As each level begins, you have a line of three Hearts. When you get hit, you lose energy. When you collect a Candy Heart, you gain it back.



Treasure

The citizens of Townsville have dropped their valuables in their haste to run from the villains. By collecting the treasure, you can add to your game completion score.



Winged Heart

As you fly through the city, your flight power diminishes. You must spend time on the ground to recharge or collect a Winged Heart to max out your flight power instantly.



Black Chemical X

You can stun bad guys with Laser Vision, making them easy to punch and kick. Every vial of Black Chemical X allows you to fire one Laser Vision shot.



Red Chemical X

The red strain of Chemical X, the secret ingredient that made The Powerpuff Girls into superheroes; will make you temporarily invincible.



Sugar, Spice & Everything Nice

The ingredients that Professor Utonium used to create The Powerpuff Girls will give you extra attempts to fight crime. Collect all three items to boost your Powerpuff Girl reserve.

Powerpuff Girls Hotline

Hotline boxes give you the ability to call on the Super Attacks of all three Powerpuff Girls. When you need help, dial the Hotline to have Blossom, Bubbles or Buttercup strike with a powerful dose of Powerpuff fury. Let's Go!



Innocent Bystanders



The citizens of Townsville have frozen in their tracks as thugs roam through the city. When you find them you can send them on their way and add to your game completion score.

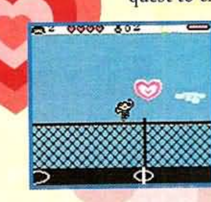






A Lot of Heart

After you defeat the head bad guy in each level, you'll earn a very big Heart that lets you move on to the next level. If you haven't collected every item or freed every citizen in the level, you can return to that level at any time to continue your quest to clean up the city thoroughly.



Bands of Bad Guys

The Gangreen Gang spreads through the city in Paint the Townsville Green, and Mojo Jojo's minions cause trouble in Bad Mojo Jojo. You'll battle bands of wandering baddies as you advance through each level, then you'll go up against one or two really tough guys as each level comes to a close.



Gangreen Gang

Mojo Jojo

Paint the Townsville Green

The city of Townsville, normally a safe haven for all of its happy and productive citizens, has been infected by a crime epidemic. The prime perpetrators are evil guy Ace and his Gangreen Gang. No one is safe from the widespread mischief of the gang, not even the students of Pokey Oaks Kindergarten or the patrons of the Townsville Art Museum. The Powerpuff Girls hotline is ringing. Buttercup must take the lead and run the Gangreens out of town.

Pokey Oaks School



Gangreen Goof

The Gangreen Gang should know better. They've made a mess of Pokey Oaks Kindergarten, the Powerpuff Girls' home turf. It's up to you to help Buttercup make them pay for their mistake.



Keane Escape

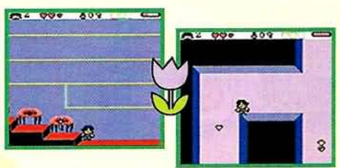
Ms. Keane is trapped in her classroom. When you find her and save her, she'll tell you where you can find Snake, the leader of the schoolyard baddies.

Snake Attack

Snake is playing hoops on the school court. He'll throw the basketball at you if he has a chance. Hover close and wait for him to toss the ball, then swoop in for a swift kick.



Art Museum



Professor in Peril

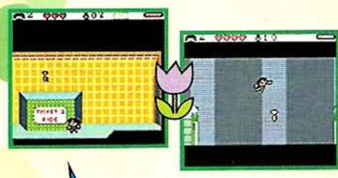
When you find Professor Utonium's screwdriver, you'll know that he is in trouble. Use the screwdriver to explore the air vent system and search for the professor.



Beat the Bullies

Big Bully and Little Arturo are making a mess of the museum. Fly over Big Bully as he charges, then hit him from behind. When Big Bully is gone, go after the little guy with your Laser Vision.

Townsville Subway



Subway Search

The Gangreen Gang has gone underground. Find the subway key near the ticket booth, then take the train. You'll end up on top of the train, flying from car to car.



Get Grubber

You'll find Grubber in a locked subway car. As soon as he fires a shot, fly up and out of harm's way, then go low and hit the Gangreen galoot before he can reload.

Townsville Streets



Decoy Discovery

By searching the streets and buildings, you'll discover Little Arturo and Snake, dressed as the Mayor and Miss Bellum. They'll fill you in on Ace's evil plans.



Fight Fuzzy

After a too-tough tour through the skies of Townsville, you'll go up against Fuzzy Lumpkins. Fuzzy fires in several directions at once. Fly over him quickly and hit him from behind.

Townsville Dump



Ace in the Hole

You'll receive a taunting message from gang leader Ace before you begin your exploration of the Townsville Dump. He is hidden in the depths of the dump, and he is waiting for you.





Hideout Showdown

Before you get to Ace, you'll go up against the other members of the gang in their hideout, two thugs at a time. Watch their moves and hit them when they're vulnerable.



He once was Professor Utonium's bumbling lab chimp, but he became something much more dangerous—a vengeful mad genius bent on destroying humankind. Mojo Jojo has it in for The Powerpuff Girls and the people of Townsville. As the supervillain chimp with an oversized brain spreads mayhem throughout the city, only Blossom can save the day. Turn the danger meter up to 11 and help Blossom bring order back to Townsville, one monkey minion at a time.

Utonium Chateau





Bad Experiment

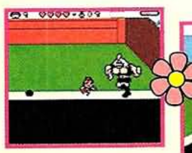
Mojo Jojo has returned to the scene of his brain-expanding experience and has taken the professor prisoner. You'll save the professor on your way to the chimp.



Mojo Madness

The supervillain chimp packs a powerful punch in his mechanical suit. You can beat him easily if you stay on the stairs above him and wait for him to pass, then hit him from behind.

Bonsai Garden





Flower Power

The grounds of Little Tokyo Bonsai Garden are under Mojo's control. Make your way through the maze of garden paths, save Talking Dog from captivity and move on to a battle with Princess.



Puff vs. Princess

Princess has a special flight suit that allows her to rule over the skies of a garden canyon. Fly up to the clouds and chase her down, then stun her with Laser Vision and let her have it.

Townsville Subway





Missing Mayor

That mad, mad monkey, Mojo Jojo, has kidnapped the Mayor and taken His Honor to the Townsville underground. You'll find him way below the surface.





Tunnel Terror

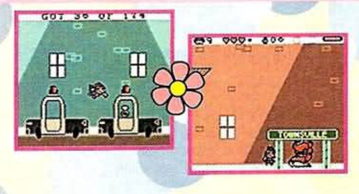
After you get the key to the maintenance tunnels, you can continue your search for Mojo Jojo and the Mayor in the lowest depths of the Townsville infrastructure.

Great Hovering Monkey

Mojo Jojo attacks with a helicopter-like Hover Suit. When he strafes, seek high ground. After that, hit him with Laser Vision from the ground then attack when he is stunned.



Townsville Streets



Concrete Jungle

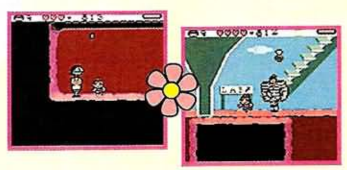
The city of Townsville is crawling with Mojo Jojo's men. As you fly over the city, be sure to rest often and recharge your flight power. You'll finally find kidnapped Miss Bellum after a long, dangerous trip.



Insect Invasion

The Roach Coach wants to fill the city with bugs. He stands on an ever-rising pile of them. If you touch the bugs, you'll take damage. Find a safe place to recharge, then swoop and attack.

Volcano Mountain



Molten Mayhem

The battle heats up on Volcano Mountain. Enter the mountain caves and drop down into the deep underground. You'll find Ms. Keane held captive in a dark mountain chamber.



Mr. Mojo Rising

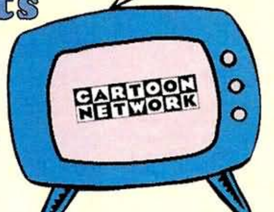
Mojo Jojo waits for you in his hideout at the top of the mountain. The supervillain chimp will fight with all of the evil gadgets at his disposal. It won't be easy, but you can prevail.

Unlock Secrets

Both games are packed with bonuses that you can find by entering secret passwords. Watch "The Powerpuff Girls" on the Cartoon Network for passwords that will unlock new levels and special trading cards. Your Powerpuff Girls adventure is far from over.







BUTTERCUP: HEY! A TRADING CARD... CAN'T WAIT TO SHOW IT TO THE PROFESSOR!

Collect Cards

As you explore Townsville you'll come across electronic trading cards that you can view by selecting an option on the main menu. When you collect cards, you can trade them with your friends. Two Game Boy Color systems, a Game Link Cable and two Powerpuff Girls games are required.







More Power

Buttercup and Blossom have had their turn. Next time, Bubbles will blast through the bad guys in Townsville and prove that she is no pushover. The villains keep trying to turn Townsville upside-down and The Powerpuff Girls keep showing them the door, because the sisters are doing it for themselves. Make Professor Utonium proud and continue to help the girls on their crime-kicking crusade.



Game Boy a Go Go

This Month

- Road Champs BXS Stunt Biking
- Dave Mirra Freestyle BMX
- MTV Sports: T.J. Lavin's Ultimate BMX
- Walt Disney's the Jungle Book
- World Destruction League: Thunder Tanks
- Hoyle Card Games
- Cannon Fodder
- Monster Rancher Explorer
- Army Men: Air Combat
- Grand Theft Auto 2

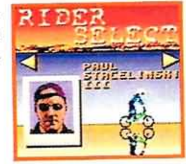
GEAR UP WITH OUR GRAB BAG OF GROOVY GAME BOY GAMES!



A TALE OF TWO-WHEELERS

As the popularity of extreme sports increases, so does the number of related video games. Skateboarding and snowboarding sims are already among the most desirable console titles, and now stunt biking is gearing up to become the next hot gaming trend. Case in point: Three new biking titles are being released for Game Boy Color this holiday season. We'll start by covering Road Champs BXS from Activision and HotGen Studios. While it doesn't have an endorsement from a celebrity biker, we won't hesitate to recommend the fast-paced, high-flying gem.





INSTANT ADDICTION

Stunt biking translates surprisingly well to the handheld Game Boy, and RC BXS does a particularly impressive job of combining easy controls with fast, addictive game play. Grab your helmet and pads—you'll be spine bending in no time!



One Step at a Time

The game guides you step by step. After selecting a biker, you start in Training Mode, learning the ropes and completing simple challenges until you're ready to begin a career and work your way into a tournament.



It's All in the Timing

Speed is great if you're Lance Armstrong racing in the Tour de France, but it's not always a benefit for stunt bikers. While vertical tricks always require max speed, grinding and balancing stunts demand control and poise at a slower speed—which is why training is so crucial for success in the game.



Variety Is the Spice of Life

Road Champs BXS offers the most realistic competition of the new stunt biking games by requiring you to alter your routine and perform a wide variety of tricks to earn a winning score. In some instances, you won't get any points for doing the same trick twice.

So Many Tracks, So Little Time



With over 50 tricks to master, you'll be able to learn only a few at a time. Before hitting the pavement, a list of required tricks will be displayed. For tournaments, you can check Trick Tips to remind yourself how to perform all the maneuvers.



Sometimes performing a new stunt in the time-pressured training challenges can be unsettling. As you advance your career, more courses will be unlocked in Single-Run Mode so that you can practice upcoming stunts without a clock ticking away on the screen.

UP FOR A CHALLENGE?

You must complete 12 levels by passing a variety of challenges before you'll be able to compete in tournaments. Each level introduces new skills or tricks of increasing difficulty. Read below to get an understanding of the various types of challenges.



Speed Challenges

The name is misleading, because speed is not always what you need to pass the challenges. The goal is to reach the finish line at the bottom of the screen before time runs out. Arrows on the ground will show you the route. Obstacles like the one pictured need less speed than the half-pipes to change lanes.



Street Challenges

As you advance into Career Mode, you'll have to earn points using a variety of moves. Each new stunt you successfully land will raise your X-bar, which increases the number of points you earn per trick.



Variety Challenges

It's time to put it all together. In Variety challenges, you must maneuver around the course, performing stunts on various apparatuses. The number above your speed bar shows how many stunts you've executed successfully. Concentrate on one obstacle at a time as you work your way around.



Vertical Challenges

Okay, you've got the basics and you're itching to fly. Vertical challenges will teach you aerial stunts that attract the big crowds. Similar to Street challenges, Vertical Challenges require you to perform stunts within a certain amount of time or build points by landing a variety of tricks.



Course Challenges

In the unique Course challenges, you must perform five different tricks in each lane. Try to take note of the obstacles that are on the course and be prepared to execute the appropriate stunts. Be sure to use the B Button to brake when you need to slow down for a grinding or balancing stunt.

BXS Tournament Competition



All that hard work has paid off, and you're ready to reach the sky in front of fans and judges. Each tourney consists of preliminary and final challenges on Street and Vertical courses. Always remember to impress the scorekeepers by performing a variety of tricks.



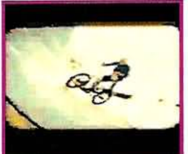
You've done your best, and it's in the hands of the judges. At the end of each run, your score and ranking will be displayed. The best way to win is to collect bonus points by tackling every obstacle on the course and mixing up your routine with different stunts.

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CAN YOU CAN-CAN?

In all likelihood, biking enthusiasts will add all three of the new Game Boy titles to their collections. But to benefit average fans, we're ready to break down the two remaining BMX titles. Acclaim's Dave Mirra Freestyle BMX has one obvious distinction: It's endorsed by a pro, who happens to be a former X-Games Male Athlete of the Year. And there are other factors that separate the game from its competition. For example, Freestyle BMX uses a 3-D perspective, which can cause some frustration at first but allows for more interesting scenery.





TRAVELING TRICKS

The feel of the game is quite different from that of its counterparts, mainly because of the 3-D courses. Simple maneuvering will take a lot of practice, but once you get comfortable with the controls, you'll appreciate the rich details.



Traversing in 3-D

You have complete 360-degree control, which is a feature that cannot be found in the other stunt biking titles. It adds a great deal of depth to the game but can also cause problems when obstacles keep you hidden from view.



Landscapes to Explore

The wide variety and large size of the courses make this more than a stunt biking game. In some sense, it has elements of an adventure game. For example, to pass a level, you must search the areas and collect various objects.

HINTS AND TIPS

Performing a variety of tricks is a running theme throughout all stunt biking games. But the unique style of play in Freestyle BMX calls for a few strategies that wouldn't apply in the other titles, such as studying pro course replays.



Mixing It Up

Once again, you really need to use a variety of tricks to increase your score. Each stunt is worth fewer points the second time it's performed. Try to string several different tricks together to earn multiplier bonuses. Also, when grinding, keep your bike hopping to gain extra points.





Breaking Down the Basics

Your mission, if you choose to accept it, is to complete three goals on each level. Typically, you'll be asked to collect a certain number of items, score a certain number of points and perform a certain number of tricks. If you don't finish all three goals, you can return to the level and concentrate on the ones you missed. Each goal earns you a trophy, and each trophy results in bonus points. The more points you have, the more bike upgrades, levels and pro replays you'll obtain. Look for floating tires, which reveal new tricks and show you how to perform them.

Grind It out with Two Players



While there is no link-play option available, Freestyle BMX does have a multiplayer mode, which is more than the other two titles offer. Up to four players can take turns at a run on any of the available levels, competing for the best overall score, best grind score, best spin score or best combo.



Studying the Film

Replays are a nice feature in the game, considering the complexity of the courses. Each time you complete a run, you'll be able to watch your replay. Collecting trophies will unlock helpful pro replays. Also, use Training Mode to practice levels.



Take 'Em One by One

Don't attempt to accomplish all three goals the first time you attack a course. To start, focus on collecting the scattered paint cans, which allow you to become familiar with the new surroundings. You can return to the course as many times as needed to complete the remaining goals.

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A Little Rock 'N' Roll

With the MTV label on the latest THQ creation, it's no wonder that the interface and menu design are slicker and snazzier than those of the other stunt bike titles. But surprisingly, once you get into the game action, you'll notice that the graphics and animations are a bit cheesy and not as polished as the ones in BXS and Dave Mirra. Nonetheless, the game play is smooth and addictive, featuring a bunch of land and air moves, such as 360-degree tail whips and crooked grinds. Biking stud TJ Lavin and a slew of other pros are playable in the game.





Pick Your Pro

BMX fans will be more than thrilled to know that they'll be able to choose from a handful of available stunt biking pros. There are also hidden bikers to uncover.

TJ Lavin



The headliner of the game, who collected gold medals in the 1997 and 1999 X-Games, has outstanding agility and an above-average amount of stamina.

Chris Doyle



Doyle's amazing turning ability and skillful agility give him a major edge over most stunt bikers. His speed and stamina are also above average.

Colin Winkelmann



This guy really knows how to motor. His top speed is phenomenal, allowing him to reach great heights. His turning ability is also a major strength.

Fuzzy Hall



Fuzzy's strong legs help him reach above-average speeds. And with his unstoppable stamina, he rarely gets tired. His turning and agility are average.

Jamie Bestwick



Another long-lasting king of stamina, Jamie can tear it up and not even break a sweat. His agility is impressive, and his speed and turning are solid.

Mike Ardelean



Unprecedented speed and agility make Ardelean a high-flying master of bike acrobatics. But his lack of stamina is a flaw that can sometimes be costly.

Places to Play

There are three basic arenas where you'll compete, and each demands a different style of stunt biking. Unfortunately, the locations aren't as graphically interesting as those in the other BMX games, but the stunts are basically the same.

Freestyle



The Freestyle course has a little bit of everything, including steep ramps, stairs and half-pipes. You can explore, and the course will repeat itself as you travel left or right.

Half-pipe



This is where you can reach the sky and pull off multiple superman seat grabs or front flips. Speedy bikers will get more air, which is crucial when competing in the Half-pipe.

Dirt Track



The Dirt track moves automatically and only goes in one direction. Timing and agility are important as you try to complete one stunt after another without biting the dust.

Strategies

Ultimate BMX has a slightly different feel because your biker pedals automatically. It's simply up to you to perform the right tricks at the right time. It makes playing the game easy.

Tricks Times Infinity



You can pull off multiple stunts in one huge jump, resulting in high scores. Variety is not as essential for scoring high points, so feel free to keep pressing the same button.

Upgrading



After completing a successful run and advancing to the next stage, you can spend your bonus bucks on awesome upgrades. Get new brakes, tires, helmets or forks as often as you can.

NOT JUST BEAR NECESSITIES

Jungle Book is one of those extraordinary games that will make you stop and reflect on how far software for Game Boy Color has really come. With rich colors, creative levels and smooth game play, the new adventure is sure to bring back fond memories of Disney's superb side-scrollers on the Super NES. You will guide Mowgli through extravagant jungle worlds, battling nasty bosses and learning new skills along the way. As in most Disney side-scrolling adventures, the controls are easy to learn and the action is nonstop and exciting.





JUNGLE EDUCATION

Mowgli starts as an inexperienced child, but after successfully advancing through a series of levels, the animals will teach him new skills that are essential for survival.



Gather All Boss Head Tokens

Before entering a level, check the bottom of the screen to see how many Boss Head Tokens are hidden in the area and how many you have already collected. You can advance to the next level without having found all the tokens, but you won't be able to clear the stage until you've gathered all the tokens.



Watch and Learn

Before being thrown into a new level, you will usually watch a film clip displaying a skill that will be added to your arsenal. Such maneuvers include running, rolling, jumping, swinging, and throwing and handling objects. You can use some moves in past levels to help you uncover missing tokens.



Ready, Set, Go!

Typically, the third and fifth levels of each stage put Mowgli in a race with an animal or on the back of Bagheera, a black panther. Each race will test a skill that you've recently learned. If you lose the race, you must run it again. When you ride Bagheera, the level will scroll automatically.

ONE WITH NATURE

To Mowgli, the complex jungle maze is a familiar landscape. As he grows, he will be able to swing, jump, climb and run as well as any animal in the territory. But big challenges await. Mowgli will be faced with many difficult obstacles.



Sunset Jungle

The Sunset Jungle is fairly easy and will allow you to master the basics of running, jumping, climbing and using various objects. The Boss Head Tokens are not hard to find, although you'll have to explore all areas to uncover them. Be sure to distract dangerous animals by throwing fruit in front of them.



Rainbow Jungle

In the Rainbow Jungle, you may miss several Boss Head Tokens and need to return to previous levels after learning new skills. The stage is more treacherous than the first because you can fall off cliffs. By the time you pass the stage, you'll be able to climb over and break through walls.



Temple Ruins

It's about time Mowgli learned how to swing through the air. After developing crucial skills in the middle of the stage, you'll need to go back and find tokens on past levels. Remember that jumping and spinning will allow you to break through some walls. And watch out for the bevy of deadly traps.



Tree Tops

The Tree Tops levels have much more vertical territory, and you'll need to discover ways to reach high platforms. You'll learn how to slide on vines, which will help you pass over crevasses. In some cases, you'll have to slide and jump from vine to vine. Swinging skills will come in very handy.



Desolate Jungle

You'll need to use all the skills you've acquired throughout the game. Your ability to combine those skills in a quick and accurate manner will determine your success. Fire burns everywhere, and you'll need to douse the flames with water. Watch every step—danger lurks below.

A NIGHT AT THE FIGHTS



With audiences worldwide hooked on seeing complete strangers try to survive on deserted islands, is *it really that farfetched to think that* we may one day watch battle tanks blast through cities to satisfy our entertainment craving? That is exactly the premise of World Destruction League: Thunder Tanks, a spin-off from 3DO's BattleTanx franchise. Earth is recovering from the Great War, and to please the surviving population, tank battles are staged every Friday night. That gives new meaning to the phrase "Friday night at the fights."



ON A MISSION

While WDL is centered around the idea of a deathmatch, it remains similar to BattleTanx in that there are many missions to accomplish in each environment. With 12 characters to use and seven areas to stomp, the variety is endless.



Are They Brave or Insane?

WDL's thunder tank warriors are as colorful and amusing as pro wrestlers. But unlike wrestling stars, WDL heroes put their lives on the line during every competition. Each driver owns a unique tank, which has strengths and weaknesses. There are also two special weapons on each machine.



Mass Destruction

Turning a structure into rubble is not only fun, but valuable, too. Some buildings will reveal power-ups, such as health and weapons. As expected, driving your tank over them can squash small obstacles. Keep in mind, you won't want to destroy areas that serve as good hiding places.



Multitasking

The wide variety of missions and locales adds length to the game. You could find yourself infiltrating a military base, destroying nuclear missiles, protecting the Leaning Tower of Pisa, starting an earthquake in Japan, avoiding an avalanche or even battling a champ in the Kremlin.

BATTLE TACTICS

Any contest requires an incredible amount of strategy and pregame planning, and WDL battles are no exception. Make sure you are extremely familiar with your tank, your special weapons, your mission and the location of the contest.



You Are So Special

Each tank has two unique abilities, but they won't do you any good if you're not familiar with their capabilities. The picture to the right shows Butcher Bronski using Shredder's Death Ring by hiding around a corner and destroying unsuspecting opponents' armor. The Shredder also has a Fire Blast.



Pile up the Frags

Frags are enemies that have been taken out, and they will turn gray when you blast them enough to disable their abilities. But they won't be completely destroyed until you hit them a few more times. Destroying enemies could reveal power-ups, but don't get too close or the explosion will harm you.



Follow Your Orders

Remember, you have an important job to do, so don't get distracted by the allure of blasting everything in sight. Read the current mission carefully before heading into battle.



A strategy map is available to help keep you on course. Wandering around aimlessly could get you into trouble, so be sure to check your map often. Don't ever let yourself get lost or confused.



Know When to Fold 'Em

There's a time when every courageous warrior must retreat to safety. If you're low on energy, run away from enemies and find some power-ups. It's a good idea to keep moving so that opponents don't get a lock on you. Driving in reverse sometimes allows you to retreat while firing at opponents.

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NO SHUFFLING REQUIRED

In the digital age, decks of cards are going to become as obsolete as cassette tapes. With the abundance of card sims available for home computers and the Internet, millions of people have become hooked on traditional games like Solitaire and Go Fish. Sierra leads the way in that department with the popular Hoyle Card Games series, which is a perfect fit for Game Boy. A colorful cast of opponents is available to compete against, and multiplayer options are accessible with the Game Link Cable. The only option missing is the ability to cheat!





JACK-OF-ALL-TRADES

After spending a few days clutching your Game Boy, you'll find yourself a master of 14 different card games. There's a nice mixture of complex and simple games, and a detailed description of the rules is available for each one.



Crazy Eights

Try to be the first one empty-handed. Discarding an eight allows you to change the active suit, which is why they're considered crazy. And there are a few other crazies: Kings reverse the direction of play, Jacks skip over a player, and the Queen of Spades forces the next player to draw five cards.



Cribbage

Cribbage has a complex set of rules and a confusing point system. But since the Game Boy takes care of the scoring, the mathematically challenged need not worry. Remember, at the end of each hand, the dealer will get the points in the crib. When not dealing, don't put valuable cards in the crib!



Gin Rummy

Gin is a surprisingly complex game despite its simple mechanics. As a rule, draw from the discard pile only to complete a set. Three sets are rare, so try for two and knock as soon as you can to collect points from your opponent's unmatched cards. It will all make sense after you play a few times.



Go Fish

Considering most people first played the game in grade school, the rules are not very complicated. Remember, it's partially a memory contest, so keep tabs on which rank each opponent asks for. Don't tip your hand by always trying to complete a set. Wait until you know who holds your desired cards.



Hearts

To succeed in Hearts, you must discard wisely. Get rid of an Ace or King if you have no other card of the same suit, and if your only Spade is the Queen, always discard her because she costs 13 points. On the flip side, if you don't have the Queen, keep all Spades in case she lands in your hand.



Old Maid

Once again, the focus is on the Queen of Spades. Old Maid is absolutely the simplest game available, and it requires no strategy whatsoever other than avoiding ending up with the Queen. If the Queen of Spades winds up in your hand, you can only hope that someone else takes her from you.



Solitaire

There are several versions of Solitaire available, including Golf and Pyramid, but Four Free is the most traditional. Before making a move, study the layout and look for trouble spots, such as Aces at the top of columns. Try to keep free foundations unoccupied and take advantage of empty columns.



Spades

Spades is a complex team game that would take a book to write about, but there are a couple of tips that can be offered in this short paragraph: 1) Always lead one if you hold a King or Queen. 2) If your partner leads a trick with a high card, don't play a high card of the same suit. Confused yet?



War

Never has a war required so little strategy, but the card game resembles real war in the sense that it tends to last forever and the momentum shifts back and forth throughout the battle. You can find yourself with very little "ammunition" and suddenly steal a bunch of cards from your opponent.

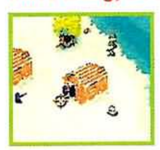
SPEAKING OF WAR...

With a perfect transition, we go from the card game *version of war to a much more realistic rendition.* Keep in mind, Cannon Fodder doesn't take itself as seriously as its slogan, "War has never been so much fun," implies. But there's still enough shooting and pain-induced screaming to stick the game with a Teen rating. Nonetheless, Codemasters has once again created a fun war adventure that is extremely challenging. The missions take place over several different landscapes, displayed with nicely rendered graphics and digital audio.



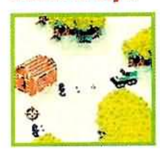


Move along, Soldier



A red target is used to aim at enemies and move your troops through the area. The A Button forces your men to run toward the target. The B Button fires in the direction of the target.

Travel in Style



No army can win a modern war strictly on foot. Take advantage of vehicles in some missions. Jeeps, helicopters, tanks and ski-doos will allow for fast travel and, sometimes, strong firepower.

Honor the Fallen

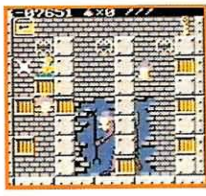


When at the base, remember to pay respect to comrades lost in battle. All fallen soldiers are listed, as are the top five heroes. Medals are given to those who record the most kills.

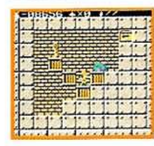
A TOWER OF TERROR

Tecmo has always been known for making games with a strong focus on concept and playability, and Monster Rancher Explorer follows that trend. At the same time, the graphics are respectable for current Game Boy standards. You will control an adventurous student named Cox, who is determined to uncover a legendary monster at the top of a mystical tower. Each level of the tower is represented by a new maze, in which Cox must find a key and unlock the door to the next floor. The higher you go, the more difficult the puzzles become.





Boxed In



Cox moves around by building and breaking boxes. Some boxes store treasures, such as weapons, so be sure to break as many as you can. But keep an eye on the clock! Pause the game and study the map of the room to save time.

Big, Bad Bosses



Each level is filled with unique monsters, and as you climb higher, you'll come across large bosses that pose different challenges. It is much more than a typical maze game.

Make Your Own Level



Once you've mastered a room, you can edit it and create your own wild level. Then you can link with another Game Boy and trade the new rooms you've designed.

THE TANNIES ARE BACK

After several successful Army Men titles, it seems gamers still want more of the little green soldiers, and 3DO is happy to oblige with an Air Combat version of the classic battle between Green and Tan. In the adventure, the Green Army has called on the Air Cavalry, led by Captain William Blade, to guide them through battles in the backyards, playfields and sandboxes of the real world. Featured are six treacherous landscapes and 16 different missions.





In a Pinch? Use the Winch



A winch is a long cable used to hoist objects into the helicopter. Press B to use the winch and collect power-ups, such as health and weapons. You will be vulnerable when using the winch.

Shoot Sparingly



Weapons have a slight homing capability, so concentrate on flying and not aiming. Don't worry about blasting everything in sight. Stick to the mission and check your map often.

Copter Controls



Flying enthusiasts can choose the more realistic controls, allowing the helicopter to hover, travel backward and spin in circles. For simple, traditional control, choose option two.



LITERAL HIGHWAY ROBBERY

The infamous and controversial car-jacking extravaganza has inevitably found its way onto the Game Boy. GTA2 places you on the streets, working for three different gangs. Tarantula Studios has done an admirable job of converting a console winner into a portable game, but it's important to note that the controls are cumbersome and will take a lot of getting used to. Also, the game is rated Teen and not intended for anyone under 13.



Offers You Can't Refuse





You're good at what you do, which is why three different gangs are constantly requesting your services. You have the freedom to accept whichever assignments you desire, but don't ignore one of the gangs for long, or you'll be sorry you did.

Across Town and Back Again





The gangs will have you traveling miles and miles across expansive cities, so grab a car to save time. Be sure to stock up on weapons, because you never know when a situation will get hairy.


DRAGON'S LAIR®
DIRK THE DARING
IS BACK!
Control the fate of Dirk the Daring in the long-awaited return of Dragon's Lair, now for Game Boy® Color. The fair princess, Daphne has been seized by the evil dragon, Singe and only Dirk the Daring can rescue her from his clutches. On your quest, you must fight your way through the castle of the dark wizard who has enchanted it with treacherous monsters, traps and other obstacles. Lead on brave adventurer!
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Suggestive Themes
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NOW PLAYING

POWER GUIDE TO THE LATEST RELEASES JANUARY 2001

SPIDER-MAN

4½

Peter Parker's in a pickle in a Pak praised by Power.

Your Spider Sense isn't tingling because you're not going to get any bad vibes off of Activision's superb superhero game. Another stellar N64 entry from Edge of Reality (the developers of Tony Hawk's Pro Skater), Spider-Man shows how the company has a knack for translating larger-than-life moves into a fun format that does them justice. The acrobatic arachnid can sling out dozens of stunning maneuvers, and it's worth the initial trouble of getting used to his wall-crawling, web-slinging antics. Hostage situations, supervillains like Venom and Gallery art you can unlock by finding items keep the amazing Spider-Man swinging with enough wham-bam action and comic-book pizzazz to make a True Believer and Spidey fan out of anyone.

COMMENTS: Jenni—Spidey wants to crawl all over any wall or object he gets too close to, and that can hurt you in levels where you need to run and avoid gunmen or supervillains. Andy—The play control isn't perfect, but considering that Spidey can crawl upside-down and swing wherever he wants, I'd say that the execution is close to brilliant. George—It really captures the spirit of Spider-Man. The play control is fast and responsive, and the hit detection is excellent. Scott—Spider-Man actually handles how he's supposed to, which is something I've never seen in a superhero game. The only negative thing is that it's over too fast—that's where this game loses a star. Chris—Familiar bosses, cool moves and an authentic comic-book feel show off Edge of Reality's ability to convert a good idea into a great title, just like the company did with Tony Hawk's Pro Skater. Drew—It's the superhero game that finally got things right.

- Activision/256 Megabits
- 1 player
- Controller and Rumble Pak compatible
- Expansion Pak enhancements
- 8 levels

ANDY ★★★★
CHRIS ★★★★
GEORGE ★★★★½
JILL ★★★★★
SCOTT ★★★★

EVERYONE E — CONTENT RATED BY ESRB — Animated violence.



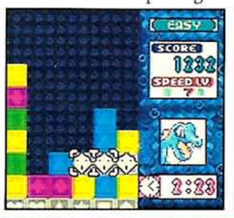
POKéMON PUZZLE CHALLENGE

When Pokémon and Tetris attack . . .

5

No matter how you present Tetris Attack, it'll be a wholly absorbing and fun puzzle experience. Pokémon Puzzle League for N64 revamped the excellent Tetris Attack with a Pokémon theme, but it never really captured the true essence of being a Pokémon Master—catching 'em all. While the N64 brain buster didn't fully integrate its Pokémon theme into the feverish shuffle of block busting and rearranging, the GBC version does—and to great effect. The combos and chains you create by deftly maneuvering puzzle pieces will damage your rival's Pokémon, and a victory or a big combo or chain can even net you a new Pokémon. Puzzle freaks will have a hard time putting down the frantic game, and the additions of unlocking and finding all the Pokémon will make PPC an even bigger obsession.

COMMENTS: Sonja—It's just as fun as Puzzle League, and it's just as addictive. Jill—Great! It really hasn't lost much from the N64 version of the game. Jenni—Completely fun, totally engrossing, fast, challenging and so much more. So the whole thing has a Pokémon cuteness about it that may bother some, but it will enthrall others and the puzzles are incredibly fun and challenging no matter how you feel about Pokémon. Chris—The replay value is amazing. Fans of Tetris Attack and Puzzle League should add this to their Game Boy library immediately. Jason—If I could pull myself away from this great game, I'd gush with some sort of ringing endorsement here. Drew—Pokémon Puzzle Challenge is second only to Tetris in the world of time-eating puzzle games. Its many variations of the core game will provide untold hours of fun and frustration.









HYPE: THE TIME QUEST

Ubi Soft gets medieval with Playmobil.

4

A first-rate sword and sorcery adventure starring Playmobil toys, Ubi Soft's time traveling epic is more than just a game based on plastic playthings. Successfully creating a lush, medieval world worth exploring, Hype boasts wonderful side-scrolling platform adventuring intermingled with top-view, RPG-style town exploration. The game play is almost like a very modest mix of old-school Zelda and Mario, and every level comes alive with surprises and secret areas. Clouds, tree branches and other places you thought were just window dressing turn out to be hidden spots you can explore for items.

The game's hero, an oddly named Knight called Hype, fights with a sword, bow and, eventually, magic spells that he's learned during his travels. Every level is varied, ranging from jump-and-climb areas to flying dragon rides, and all of it is worth raving about. The game deserves the hype, and it deserves the time of children and adults alike.

COMMENTS: Scott—The variety of activities and perspectives makes Hype a surprisingly good game. Don't let the Playmobil license fool you—Hype is for everyone. Drew—Hype combines some of the best elements of RPG/adventure and platform games into one great package. Jenni—Hype is a solid game that's half RPG and half platform-style fun. The color is lovely, the graphics are large and nicely modeled, and the play control is very good and easy to pick up. Jason—Undeniably a top-notch adventure that keeps you on your toes with endearing graphics and diverse action. It brings the Playmobil toys to life, and it sets forth plenty of fun ideas of its own.








MEGA MAN XTREME

3½

Out of the blue comes the Mega Man X series for GBC.



- Capcom/8 Megabits
- 1 player
- GB and GBC compatible



Mild animated violence.

A revamped version of the revered Mega Man X series for the Super NES, Mega Man Xtreme plays like the best of the Blue Bomber games. The side-scroller game stars Mega Man and his loyal companion, Zero, in classic levels that look as good as ever on the GBC small screen. Miniaturized but packing as much power as the originals, Mega Man Xtreme is a shoot-'em-up blastfest loaded with an arsenal of power-ups and weapon upgrades. Finding the right weapon to unleash on a boss is part of the Xtreme excitement, and MMX reacquaints Mega Man with familiar foes, as well as with a pair of new bosses and characters and some secret stages.

Mega Man Xtreme offers something old, something new and hair-trigger action that's tried, true and blue. On its second time around, the Mega Man X series definitely shouldn't go undiscovered by fans of quick-draw action and sci-fi platform adventuring.





COMMENTS: Scott—Mega Man means lots of action, cool power-ups and challenge. So Mega Man Xtreme recreates levels we've seen before, but it's the first Blue Bomber title that's been optimized for GBC. It deserves every star. Sonja—I would have rather seen new levels and bosses. That's what's keeping me from giving this five stars. It's still fun, but I've already played it. Jenni—An enjoyable little robot romp with just enough challenge to keep it interesting. It's great if you love old-school, side-scrollin', shootin' action. Drew—Mega Man maniacs will have a blast with this throwback to the originals. It's another solid platformer for GBC.



WALT DISNEY'S THE JUNGLE BOOK: MOWGLI'S WILD ADVENTURE

3½

Tap your inner wild child in a Kipling classic.



- Ubi Soft/32 Megabits
- 1 player
- GBC exclusive
- 20 stages

DREW
GEORGE
JASON
JILL
OLIVER

In Disney's animated version of The Jungle Book, swingin' simian King Louie sang, "Ooh-ooh-ooh, I wanna be just like you," and that sentiment for sameness seems to be what Ubi Soft strives for in its side-scrollers. With slick and eye-popping GBC platformers like Rayman and Disney's Donald Duck to its credit, Ubi Soft has become the foremost producer of hop-and-bop dazzlers. The Jungle Book is the latest side-scroller it's churned out, and it provides more of the same—fairly generic platformer action set in lavishly illustrated worlds.

Every step of the way is worth gawking at, though seasoned gamers will find Mowgli's journey to be a rather basic one that's spiced up only by the occasional racing level. Then again, The Jungle Book is intended for novice gamers, and Ubi Soft's gorgeous game perfectly panders to its audience. The teach-by-example video tutorials that precede levels requiring new moves and puzzle-solving techniques are excellent tools for beginners. Mildly difficult, but never insultingly easy, The Jungle Book is a worthwhile expedition for young Disney fans.





COMMENTS: Jenni—This has spectacular graphics—even the smallest monkey and tiniest banana look fab. Sonja—If you're looking for something to play in a couple of hours, this is your game. Scott—The graphics are so appealing that you hardly even notice the game play for a while, which is fairly standard platform stuff. Jason—What it lacks in challenging game play, it makes up for in great graphics. It's surely worth the time of younger audiences and at least a look from older ones. Oliver—A perfect example of what a side-scroller should be.



Suitable for persons ages six and older.

METAL WALKER

Scrap metal scrappers battle it out in Capcom's RPG.

3

It would be easy to dismiss Metal Walker as Pokémon with robots (see Robopon review), but when you get down to its nuts and bolts, Capcom's catch-'em-all game starring a mechanical menagerie offers an innovative spin on role playing. While the turn-based fighting in other RPGs has you selecting attacks from a menu, MW requires you to battle using reflexes and pool shark proficiency in aiming.

A well-timed button tap will determine the speed at which you launch your robo-companion, Meta Ball, into enemies and power-ups. The object is to scan enemy robot data during battle, and the confrontations take place in enclosed arenas that enable you to ricochet your Meta Ball off walls and into enemy targets. The unique pinball battle system successfully keeps the data hunt packed with action, though that excitement can turn to tedium since you bump into enemies way too often (a fight breaks out almost every few steps of your lengthy journey).

With its inspired 'bot battle system, Metal Walker strides ahead of other games that are merely coasting on the battle-and-collect formula popularized by Pokémon. And as far as Pokémon clones go, Capcom's pleasing, attractive and sizable sci-fi adventure is one of the top alternatives.





COMMENTS: Jenni—Not bad for a scrap metal-based RPG. The fighting is varied, and the creatures and concept are cool and oddly interesting. Scott—The graphics and other production elements are on par with Pokémon, but the game doesn't have its depth or balance. Chris—The turn-based fighting is more interactive than in other RPGs. Alan—Ricocheting off walls and into multiple bad guys is just plain cool.



- Capcom/8 Megabits
- 1 to 2 players simultaneously
- GB and GBC compatible
- Game Link compatible



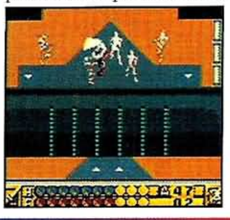
EVERYONE E — Suitable for persons ages six and older. CONTENT RATED BY ESRB

STAR WARS: EPISODE I: OBI-WAN'S ADVENTURES

A Force to be reckoned with arrives on GBC.

3

Though *Star Wars* is far, far and away one of the most popular licenses in the galaxy, Obi-Wan's Adventures is only the second Nintendo game title spawned by *The Phantom Menace*. While Nintendo's only other Episode I game—Racer for N64 and Game Boy—was based on the film's Podracing sequence, Obi-Wan's Adventures spans the entire movie, following the Padawan learner's journey from space to Naboo and his final showdown against Darth Maul. The breadth of the story and the movie stills stringing it together will please Episode I buffs. For action fanatics, the nine small levels may prove to be a tad short, simplistic and repetitive. In only one level can you pilot a vehicle (the Gungan craft) and only the Catacombs of Theed offer any substantial (and sorely missed) puzzle solving. Still, THQ's game captures the film's swashbuckling lightsaber action. It may be brainless, but spinning and slicing and dicing your way past droids can be pretty cool and fun.





COMMENTS: Chris—The game design is original. I like the Jedi feel, like using the lightsaber to deflect gunfire and using the Force as a tool and weapon. George—It's solid but unremarkable, relying on pure action rather than providing any sense of adventure or strategy. Jason—The designers should've practiced some restraint when oversaturating the grainy graphics with "textures" (i.e. dots), since too often the items and paths end up blending into the scenery. Jenni—If you can work a Jedi mind trick on yourself, you just might be able to play this dull game. Alan—It would be a lot cooler if there were some Jar Jar action.



- THQ/8 Megabits
- 1 player
- GBC exclusive
- 9 levels





Suitable for persons ages six and older.



THE POWERPUFF GIRLS: PAINT THE TOWNSVILLE GREEN

2½



Buttercup runneth over the Gangreen Gang.

Buttercup, the crankiest of the Pokey Oaks' wunderkindergartners, lands the lead role in Bay Area Multimedia's second GBC Powerpuff Girls game. A third PPG game starring Bubbles is on the way, and all three of BAM!'s sister Paks will allow players to link and swap collectible "cards" depicting scenes from the show. Cheat passwords for the games will be revealed on the Cartoon Network, and that's about as inspired as things get. With unexciting levels, Paint the Townsville Green offers little motivation for gamers to scour the faithfully funky, but rather actionless, areas. Clumsy, unforgiving controls don't help, either—if you stop in midflight, you won't be able to fly any higher, and you must take off again if you want to catch more air. In the end, only its spunky characters and sassy attitude save the day.

COMMENTS: George—The trading cards and TV show tie-ins are a really cool idea. Without the Powerpuff license, though, the game is just a standard platformer with OK graphics and OK control. Jenni—Like the previously released Powerpuff Girls game, this one isn't very Powerpuffy—limiting the girls' ability to fly and making them collect dumb, girly stuff are not really in the spirit of the show. Drew—It seems like they made an honest attempt to duplicate the look of the series, but the graphics are so small, it can be difficult to see what you're doing on screen. Jill—The Powerpuff Girls are so cute, but that wasn't taken advantage of in this game. Buttercup's too small to see. Scott—The game play is truly uninspired, the mechanics are poor, and I would recommend it only for rabid fans.

- BAM!/16 Megabits
- 1 player
- GBC exclusive
- Game Link compatible





Suitable for persons ages six and older.



ROBOPON

2



Gotta build 'em, collect 'em and trash 'em all.

While Capcom's Metal Walker stands on its own two metal feet as a role-playing/collecting game that has something original to offer, Atlus's Robopon comes off as an unabashed Pokémon knock-off. Like Metal Walker, Robopon deals with collecting and battling robots, but Atlus's game has very few original ideas in its bucket of bolts. Everything from the people, scenery, battle screens and menus looks just like Pokémon's, and there's even a group called the Elite 8! Like Pokémon Gold and Silver, Robopon features a real-time, internal clock.

Robopon boasts over 150 creatures, and the Pak comes equipped with a built-in alarm and infrared port. When a time-sensitive event in the game occurs, the alarm will sound off even if your game isn't plugged in. With the Pak's infrared port, you can unlock special items and power-ups simply by pointing a TV remote or other infrared gadget at your cartridge's sensor. Apparently, Atlus skimped on innovating the game play so it could make the Game Pak itself unique. As a game, Robopon isn't an unenjoyable experience—it's just a shameless one.





COMMENTS: Drew—While Metal Walker attempted to add its own unique elements to the Pokémon formula, Robopon is just a flat-out rip-off. Alan—This is the most blatant rip-off of another game (Pokémon) to come along in a long time. Even the menu screens and fonts are the same. Scott—This is no Pokémon. The logic behind the use of attributes just doesn't make sense, and the balance between solving puzzles and earning Experience and Gold is poor. On the positive side, if you have patience, Robopon will certainly keep you busy for a long time. Sonja—Zzzzzzzz.

- Atlus/8 Megabits
- 1 to 2 players simultaneously
- GB and GBC compatible
- Game Link compatible
- Built-in alarm & IR port

ALAN
CHRIS
DREW
SCOTT
SONJA



Suitable for persons ages six and older.

ALSO PLAYING THIS MONTH

CANNON FODDER
- Codemasters/32 Megabits
- 1 player
- GBC exclusive



Injecting war games with irreverence, Cannon Fodder puts you in charge of suicide missions in enemy territory. The cheeky game maintains an exaggerated tone as it sends your troops trudging through a jungle unloading grenades and bullets on cartoonish enemies. Everything is over-the-top, from its emphasis on your troops' expendability to the silly sounds of barked orders, gurgling screams and howling monkeys. It's a spirited shooting game with attitude.



4

MONSTER RANCHER EXPLORER
- Tecmo/8 Megabits
- 1 player
- GBC exclusive
- Game Link compatible

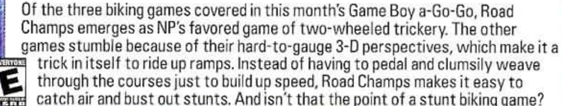


The critters corralled in the Monster Rancher TV and game series populate a tower that you must climb level by level. Exiting each room in the tower is a puzzle you solve by strategically placing crates to create stairs leading to the area's key and locked door. Explorer is a puzzle-platform game based on Solomon's Key, and the luxury of customizing and trading levels you've created makes the monster-dodging (and -seeking) game an appealing mind bender that never gets old.



3½

ROAD CHAMPS BXS STUNT BIKING
- Activision/8 Megabits
- 1 player
- GBC exclusive
- 50 tricks and 27 courses

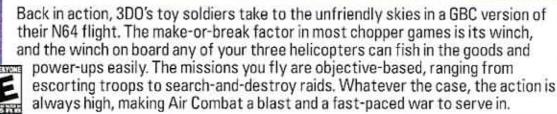


Of the three biking games covered in this month's Game Boy a-Go-Go, Road Champs emerges as NP's favored game of two-wheeled trickery. The other games stumble because of their hard-to-gauge 3-D perspectives, which make it a trick in itself to ride up ramps. Instead of having to pedal and clumsily weave through the courses just to build up speed, Road Champs makes it easy to catch air and bust out stunts. And isn't that the point of a stunt biking game?



3½

ARMY MEN: AIR COMBAT
- 3DO/8 Megabits
- 1 player
- GBC exclusive
- 3 helicopters & 16+ levels



Back in action, 3DO's toy soldiers take to the unfriendly skies in a GBC version of their N64 flight. The make-or-break factor in most chopper games is its winch, and the winch on board any of your three helicopters can fish in the goods and power-ups easily. The missions you fly are objective-based, ranging from escorting troops to search-and-destroy raids. Whatever the case, the action is always high, making Air Combat a blast and a fast-paced war to serve in.



3

WORLD DESTRUCTION LEAGUE THUNDER TANKS
- 3DO Company/8 Megabits
- 1 player
- GBC exclusive
- 12 tanks and 35 levels

It might as well be called Battle Tanx 3, since World Destruction League is essentially a retread of 3DO's other tank games. Just like Battle Tanx, WDL sends you rolling through the war-torn streets of a post-apocalyptic future in search of cool ammo power-ups and rival tanks. And just like Battle Tanx, WDL provides great bang for your buck. With plenty of missions, excellent labyrinthine layouts for its arenas and no shortage of buildings or tanks to blow up, WDL is a surefire hit.



3





ESRB RATINGS

To contact the ESRB, call 1-800-771-3772.

The Entertainment Software Rating Board evaluates each game's content and assigns one of the following ratings to reflect the appropriate age group for the game.



Early Childhood · Teen (13+) · Adult (18+) · Everyone · Mature (17+) · Rating Pending

CRITICAL MASS

Each game's overall score is an average of *all* of the critics' scores. To describe their unique, personal tastes, each of NP's diverse critics has ranked 10 game genres in order of preference, with the favorite type of game appearing first.

ALAN:
ANDY:
CHRIS:
DREW:
GEORGE:
JASON:
JENNI:
JILL:
OLIVER:
SCOTT:
SONJA:

COMING NEXT ISSUE . . .

Volume 141 February 2001

Paper Mario



Join us in February as we deliver all the Paper Mario news that's fit to print. We've got the scoop on friends, enemies, items and more in one Sunday-paper-sized review.

Star Wars: Episode I: Battle for Naboo



You may not be its only hope, but Naboo needs your help! Jump in your starfighter and don't forget to bring the February issue of NP, which features plenty of hints and tips. The Force? It's up to you.

Mega Man 64



The new Blue Bomber blasts on to the N64 next month in Mega Man 64, and Nintendo Power has the info on the latest version of the classic hero—and his robot monkey pal.

Mario Tennis Game Boy Color



The ball is in Game Boy's court in February when Nintendo Power looks at Mario Tennis for everyone's favorite hand-held. It's sure to be a smash!

PLUS!

- POKéMON STADIUM 2
- HEROES OF MIGHT AND MAGIC II
- RETURN OF THE NINJA
- POWERPUFF GIRLS: BATTLE HIM
- TOM AND JERRY IN MOUSE ATTACKS
- ANIMORPHS
- BUST-A-MOVE MILLENNIUM

NINTENDO POWER BACK ISSUES

Nintendo Power issues are available individually. Features in each issue are listed below. Use the Back Issue/Player's Guide Order Form in this issue to order past Nintendo Power issues and books, or call our Consumer Service department at 1-800-255-3700 to order by phone with Visa or MasterCard.

Volume 139 (Dec. '00): Banjo-Tooie, Indiana Jones and the Infernal Machine, The Big Takedown: WWF No Mercy vs. WCW Backstage Assault, The World Is Not Enough, Ready 2 Rumble Boxing: Round 2, Midway's Greatest Arcade Hits Volume 1, Pokémon Puzzle Challenge (GB), Pokémon Gold & Silver—Part 3 (GB), Donkey Kong Country (GB), Disney's Aladdin (GB), Marvin Strikes Back(GB), Paper Mario Preview (GB), Mario Tennis Preview.

Volume 138 (Nov. '00): Hey You, Pikachu!, The Legend of Zelda: Majora's Mask—Part 2, Mickey's Speedway USA, Disney's Donald Duck: Goin' Quackers, Ms. Pac-Man: Maze Madness, Cruis'n Exotica, Sydney 2000, Rugrats in Paris: The Movie, Pokémon Gold and Silver—Part 2 (GB), Harvest Moon 2 (GB), *Star Wars*: Episode I: Battle for Naboo Preview, Spider-Man Preview, Indiana Jones and the Infernal Machine Preview.

Volume 137 (Oct. '00): The Legend of Zelda: Majora's Mask, Army Men: Sarge's Heroes 2, Taz Express, Turok 3: Shadow of Oblivion, Disney by Design, Pokémon Gold and Silver (GB), Legend of the River King 2 (GB), Dragon Warrior I & II—Part 2 (GB), Mickey's Speedway USA Preview, Batman Beyond: Return of the Joker Preview, Nintendo Space World 2000 Report.

Volume 136 (Sept. '00): Pokémon Gold & Silver (GB), Gridiron Games 2001, Pokémon Puzzle League, San Francisco Rush 2049, Polaris SnoCross, Dragon Warrior I & II (GB), Perfect Dark (GB), The World Is Not Enough Preview, Army Men: Sarge's Heroes 2 Preview, Taz Express Preview, The Legend of Zelda: Majora's Mask Special.

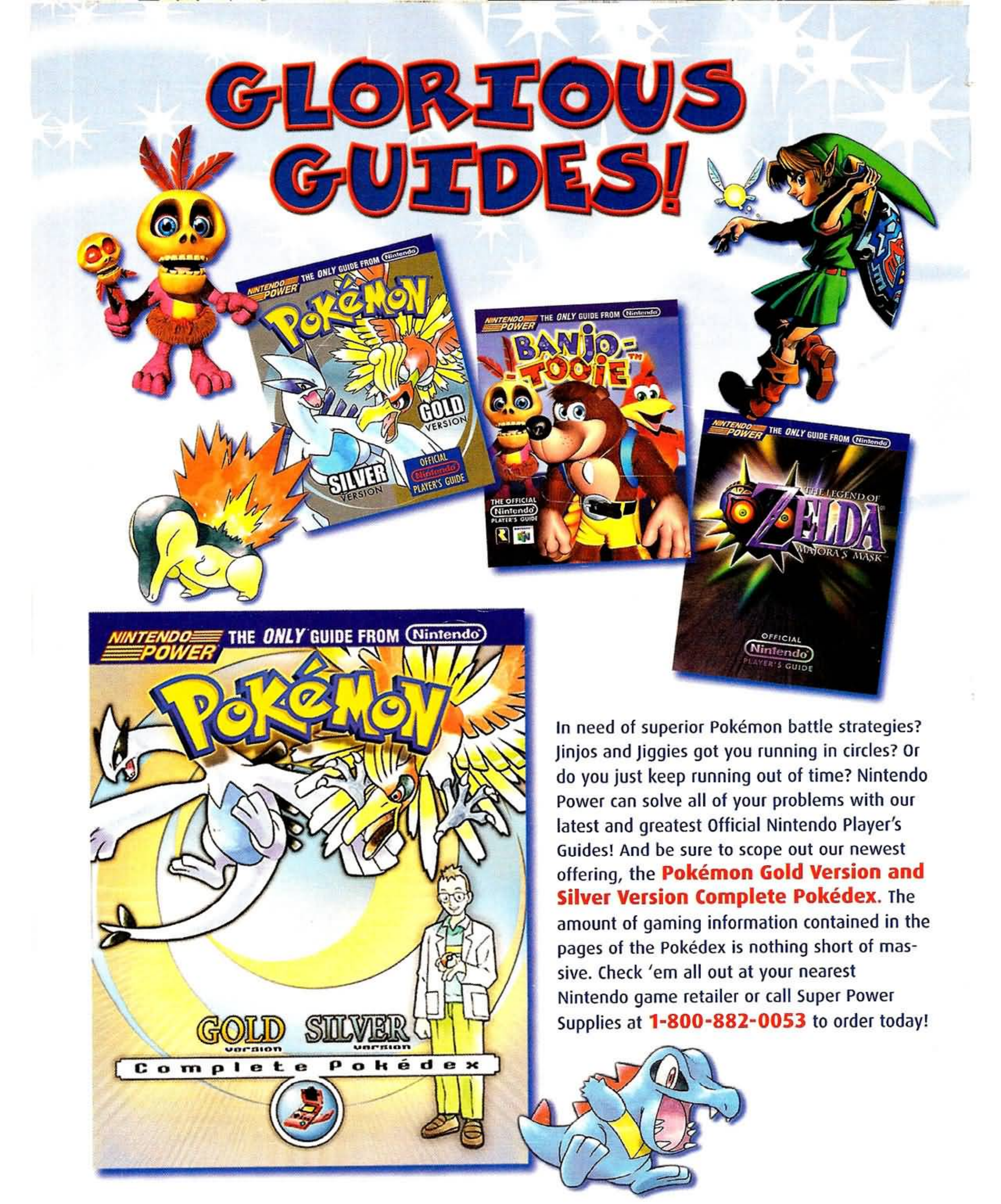
Volume 135 (Aug. '00): Mario Tennis, Ogre Battle 64, NFL Quarterback Club 2001, Starcraft 64, Blues Brothers 2000, Stunt Racer 64, Austin Powers (GB), San Francisco Rush 2049 Preview, Disney's Donald Duck Preview, Dragon Warrior I&II Preview (GB), Perfect Dark Preview (GB).

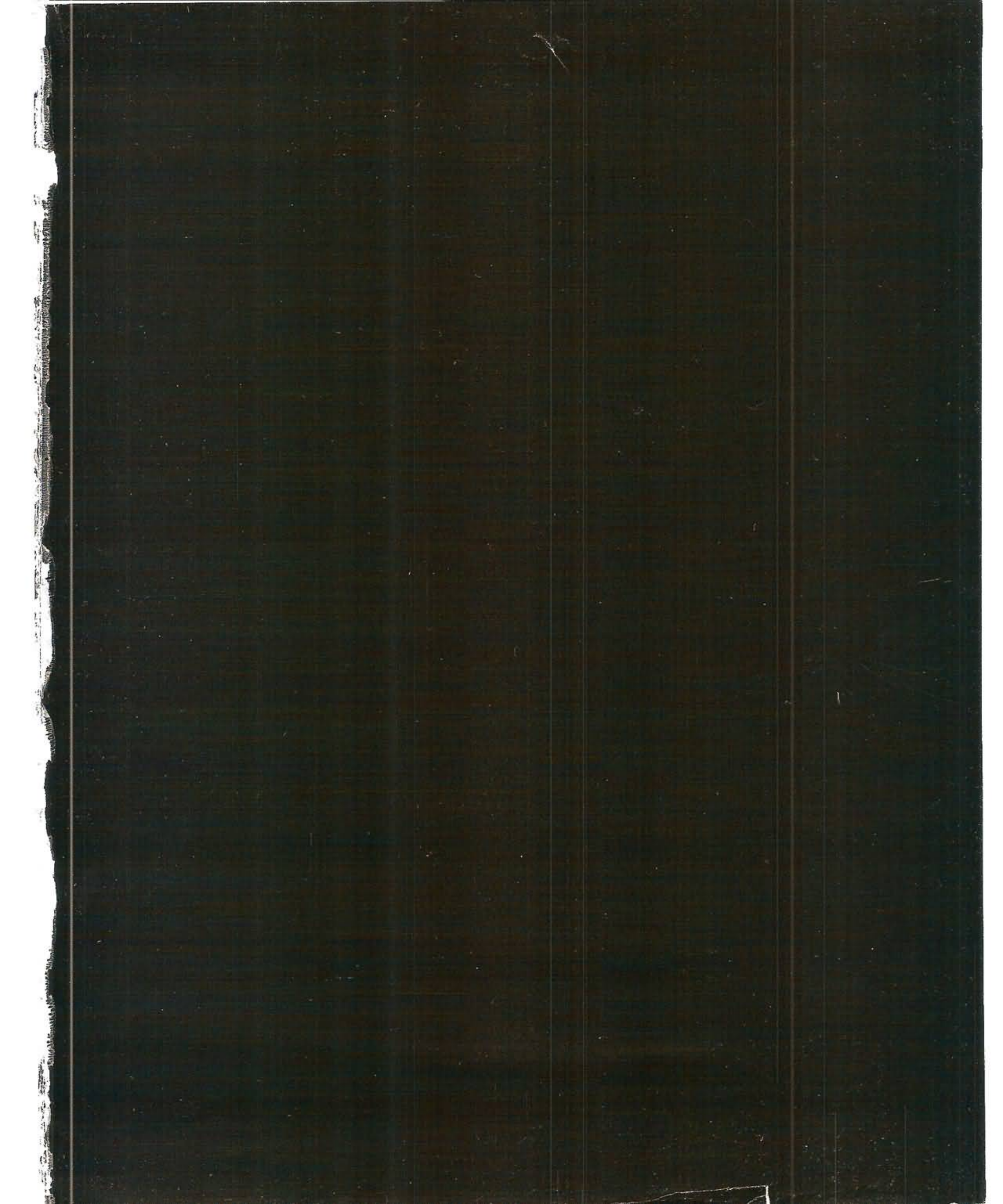
Volume 134 (July '00): Kirby 64:The Crystal Shards, International Superstar Soccer 2000, Super Bowling, Warlocked (GB), Crystalis (GB), Heroes of Might & Magic (GB), Banjo-Tooie Preview, The World Is Not Enough Preview, The Legend of Zelda: Majora's Mask Preview, Mega Man 64 Preview, E3 2000 Report—Part 3.

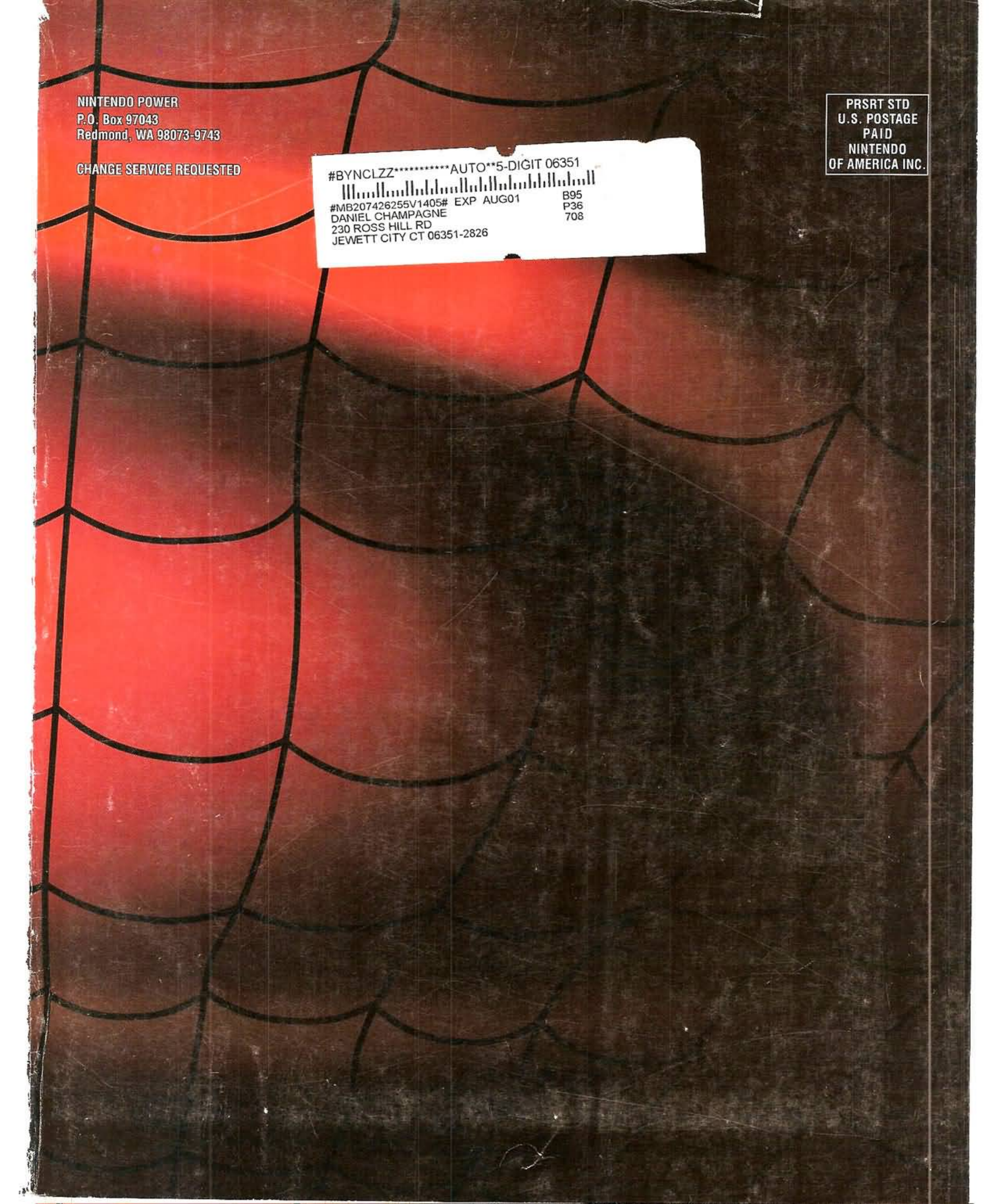
Volume 133 (June '00): Army Men: Air Combat, Looney Tunes: Duck Dodgers Staring Daffy Duck, Indy Racing 2000, Wario Land 3 (GB), Dinosaur (GB), Gold & Glory: The Road to El Dorado (GB), Turok 3: Shadow of Oblivion Preview, Power Online, Aidyn Chronicles: The First Mage Preview, E3 2000 Report—Part 2, Warlocked Preview.

Volume 132 (May '00): Excitebike 64, Perfect Dark Multiplayer Strategy, Bomberman 64: The Second Attack!, Beast Wars: Transmetals, Looney Tunes Collector: Alert! (GB), Bomberman Max: Blue Champion/Red Challenger (GB), Metal Gear Solid (GB), Tomb Raider (GB) , Hercules Preview, E3 Preview and Predictions, Looney Tunes: Duck Dodgers Staring Daffy Duck Preview, 1999 Nintendo Power Awards Winners.

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